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THE BOY XTREME MAGAZINE

EXCLUSIVE REVIEW!

SUPER MARIO ADVANCE 2

*This is the one we've all been waiting for!
The greatest-ever platformer reviewed and rated!*

SONIC ADVANCE

*Is it new? Has it dated? Should you buy it?
We give you the low-down on Sega's spikey sensation!*

EXCLUSIVE REVIEW!

MORTAL KOMBAT ADVANCE

The hard-hitting fantasy fighter punches and kicks its way onto the GBA. We check it out!

EXCLUSIVE REVIEW!

ON THE VIDEO!

Puyo Pop

One of the most celebrated puzzlers ever comes to the Advance, and it rocks!



Super Mario Advance 2

Super Mario World, the greatest platformer on the SNES, arrives on the GBA with a bang. It's a gaming phenomenon!

The Game Boy Color goes from strength to strength as the all-American teenage twins return to the small screen!

ON THE VIDEO!

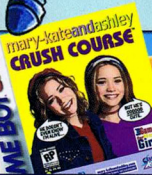
ON THE VIDEO!



PLUS...

- Worms World Party
- Cubix: Robots for Everyone
- ET: Escape from Planet Earth
- Mortal Kombat Advance
- Shaun Palmer's Pro Snowboarder
- Cruis'n Velocity

ON THE VIDEO!



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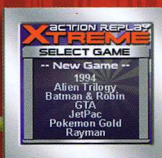
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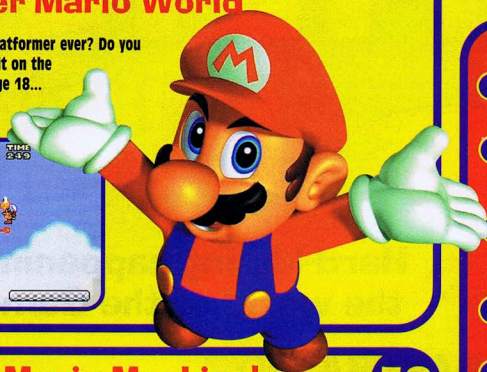


**...AND OTHER LEADING
GAMES STORES.**

LOCK 'N' LOAD

18 Super Mario Advance 2: Super Mario World

Is this the greatest platformer ever? Do you want it if you played it on the SNES? Find out on Page 18...



GBA Music Machine!

Play music on your Advance! We give you an exclusive look at Date's forthcoming MP3 player for the GBA, as well as bringing you all the latest Action Replay GBX codes!



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Sonic Advance

The blue bullet's back in all his high-speed glory. But has he had his day? We bring you an exclusive review of Sega's sizzling sensation!



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Mortal Kombat Advance

Midway's blood-soaked bash comes to the Advance, and it's got a fight on its hands. Has it the power to go the distance? Check out our ace review...



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Another hot issue of GBX explodes onto the Game Boy scene!

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THE FIRING LINE



Hard-hitting happenings from the world of the Game Boy...

SAKURA SAYZ

Hey reader! It's really great to see our friendly neighbourhood plumber back on the Advance, and in his greatest-ever adventure too! Yep, Super Mario World is generally regarded as the finest Mario game on

offer, and it's coming to the Advance! Wowzers! Gaming just doesn't get any better than this! As I'm sure ya know, Super Mario Advance 2: Super Mario World is a conversion of a SNES classic. We haven't had an original Mario game on the Advance yet. Well, there was the brilliant Wario Land 4, but we've yet to see a brand-new game starring Mario.

This month I asked my boyz where Mario should go next. What should he do? What new adventures can he tackle? How should a new and original Mario game play? Their answers are over the page, but what do YOU think? Write in and tell me – you might just win a prize.

Sakura

TACTICS OGRE: THE KNIGHT OF LODIS

Fantasy fighting in a world of magic, men and monsters...



The eight-part *Ogre Battle* saga did hugely well in Japan and shifted a fair few copies in the States, but over here, it's virtually unknown. For those that don't know what it is, it's an RPG/wargame hybrid where the player engages the enemy in a series of battles separated by plot scenes. The battles are pure strategy, with your characters moving across a squared arena a little like chess pieces, the terrain and

your personal speed affecting how far you can move. You battle it out with the usual range of swords, axes and spells, and the more you fight, the better

your fighters get, which is where the RPG elements emerge. The GBA game isn't a conversion of an official part of the saga. Rather, it's an original tale that takes place between Episode Six, *Ogre Battle 64*, and Episode Seven, *Tactics Ogre*. It's based around the island nation of Lodi, where for the last decade the government



has been 'converting' peoples of the surrounding area to the worship of St Lodi – at the point of a sword. The game takes place on one such locality, the island colony of Ovis where the poor live under the jackboot of Lodi. The

island's divided by near-impassable mountains, so travel to the area inhabited by aristocracy or the wilds dominated by monsters is

almost impossible. The *Ogre Battle* training mode is there, but on the Advance, you can also train against human opponents via a link cable. Both players need a cart and a saved game, but both earn the rewards of battle. The only real



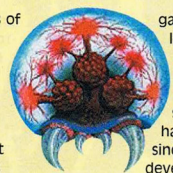
problem with the *Ogre Battle* saga was that in many games, the story sections were almost non-interactive, giving the games a stop-start feel. If developers Atus can solve this problem, it could be a real cool customer.



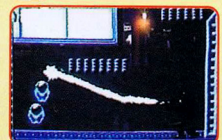
METROID IV

Is this a game that **ADVANCE PREVIEW** should have been left to lie?

The *Metroid* series of games has an incredible pedigree, debuting on the NES in the mid-Eighties and appearing on most Nintendo consoles since. Judging by what we've seen of the Game Boy Advance version, though, it might have a better past than present. The game takes place after *Super Metroid*, and although Samus is back, one wonders how his armour once again fused with a Metroid when they died out at the end of the last

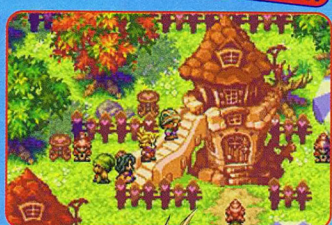


game. It seems at least one survived. The game was announced at last year's E3 trade show, and nothing has been seen of it since. Hopefully the developers are working hard on improving the bland and lifeless graphics which, to be frank, do the game no favours at all. Still, it's not due until the Summer, so there's plenty of time for improvements.



MAGICAL VACATION

We're all going on a Summer holiday... **ADVANCE PREVIEW**



This one hasn't got a UK release date fixed, but it's announced in the States and already out in Japan. No change there, then... *Magical Vacation* is an RPG starring 16 young pupils at the local magic school. You're free to change the name and gender of the lead character, so if you really want to, you can pick a boy and call him Harry Potter. When attacked by

roving monsters, you're forced to flee to a parallel dimension called the Plane of Light. The group is separated, and it's up to you to reunite them and lead them back to Earth.

There are plenty of sub-quests to tackle, and as you recruit more and more missing students, further plotlines unfold. Battles are big on magic. To cast spells, you

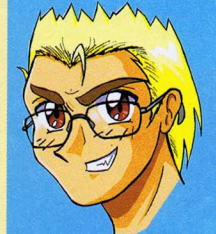
combine the 16 magical elements such as Fire, Water, Insect and Sound. All elements have an Elemental Spirit, which can be befriended and summoned during the game. Your own elemental alignment can be 'traded' over a link cable to further enhance

your party. The GBA is rapidly becoming THE platform for exciting RPGs, with *Breath of Fire* and *Golden Sun* already out there and lots more in the pipeline. *Magical Vacation* looks set to take its place at the forefront of the genre's handheld revival.



FAAAALL IN!

Mario's on a roll, with his second Advance platformer taking the Advance by storm. But where should Nintendo take Mario next? The GBA crew give some sound advice...



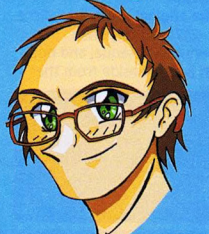
IAN OSBORNE
Anyone remember Mario RPG? I'm not after a conversion, but a role-player set in Mario's world would go down a storm on the GBA. All his abilities could be found and used, and maybe it could draw together a few loose ends plot-wise?



JAMIE WILKS
Sports games could be a good idea. Mario has had golf and tennis games before, but how about a five-a-side football game with the whole gang? You could pick your team from all the classic Nintendo characters!



JOHN HACKETT
I think Mario should actually start work as a plumber. He could spend all day driving round in a knackered Ford Escort van, turning up several hours late for appointments and then over-charging irate customers. Dunno if it would be much fun, though!



SIMON DREW
I'm more than happy to let Nintendo do whatever they see fit with Mario. It'd be nice to have some GBA-exclusive stuff rather than SNES ports, but I'm convinced Nintendo could pull off a Super Mario Lawn Mowing Competition and still make it a must-buy.



OLIVER LAN
Send Mario into Outer Space! He can dodge asteroids and ride on comets for a change. Not quite sure how the jumping on platforms would work in zero-gravity, but I'm sure they'd work something out!

GTA TOPS GBA POLL

Grand Theft Auto topped an online poll of what old games Advance gamers would like to see on their handheld, grabbing over 32% of the vote. The top games were:

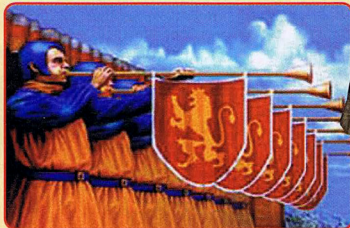
- 1: Grand Theft Auto
- 2: Elite
- 3: Tempest 2000
- 4: Barbarian
- 5: Monkey Island
- 6: Sim City
- 7: Civilisation
- 8: Stunt Car Racer
- 9: Paradroid

Fans of the starship trading game *Elite* will be pleased to know its creator David Braben was already considering a conversion, and Prism are already working on *Grand Theft Auto 3* for the GBA. Here at GBX we reckon *Stunt Car Racer* and *Sim City* would be incredible on the Advance, though *Civilisation* might prove too ambitious for the small screen. Here's hoping MicroProse prove us wrong...



DEFENDERS OF THE CROWN

Could this be the Advance's crowning strategy glory?



Defenders of the Crown, along with *Wings and The Three Stooges*, is a Crawford-developed conversion of an old Cinemaware Amiga classic. Blending action and strategy sequences, the aim of the game was to take over as large a chunk of medieval England as possible, using castle sieges, sword-

sequences and jousting tournaments. It built a sizable following on the 16-bit machine, but was difficult to get hold of due to its original publisher (Mirrorsoft) going down the tubes soon after it was released. Hopefully the Advance version will be just as respected for its gameplay, but easier to find in the shops.

ZOE 2173 TESTAMENT

The PlayStation2 saga spawns a GBA sequel

It had to happen. The surprise ending (and commercial success) of Konami's *Zone of the Enders* on the PS2 made a sequel inevitable, though no one expected the series to move onto the Advance. *ZOE 2173 Testament* is already out in Japan.

The original game took place in 2172, so this one's definitely a sequel and not an isolated aside from the



main storyline. The 3D perspective has gone, in favour of an action-RPG-style 2D game. Next month we'll bring you an update of this one, which is expected around Easter, though he title may change.

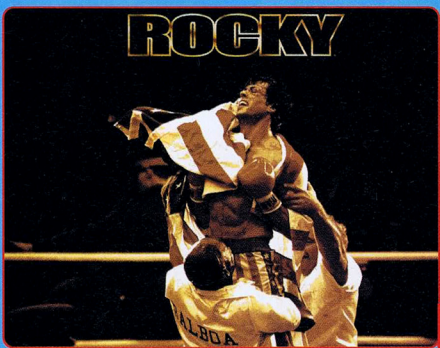
ROCKY

The hard-punching pugilist comes back for one more bout...

Can it really be 25 years since the monosyllabic bruiser whose main boxing tactic was to block punches with his face first stalked the cinemas? Well, quarter of a century on, Rage Software has snatched the rights to bring the big-screen hero to our small-screen handheld. Rocky's coming to the GBA, and he's in a mean mood! The game will feature all of the characters from the five Rocky films, namely Apollo Creed, Clubber Lang, Ivan Drago and Tommy Gunn. There's a variety of single and multi-player game modes,



including Movie Mode, Knockout Tournament and Exhibition Bout. Training modes are available to enhance your boxer's skill and stamina. We've no screenshots at present as the game's still a way off, but rest assured we'll bring you a full update soon.



TOP GUN ADVANCE PREVIEW FIRESTORM ADVANCE

A new game from an old film...

An unknown enemy has been making attacks on various facilities belonging to the USA and her allies. Our best pilots have been brought here, to the Navy's Fighter Weapons School, otherwise known as Top Gun, to hone their dogfighting skills in order to combat this threat. The Top Gun tutors have created a number of possible scenarios in the campaign against the terrorists in order to prepare you for actual combat. These simulated missions take place at a number of locations around the world to make them as authentic as possible. Treat these simulations as if they were the real thing. If you are shot down, or you fail to complete a mission objective in time, you'll fail the

mission. Successful completion of all 12 missions will result in your graduation from the Top Gun Academy. *Top Gun Firestorm Advance* is a Multi-Scrolling Isometric shoot-'em-up featuring unique missions set in the arctic, ocean, forest and desert. There's four enemy ace aircraft, three different weapon types and a handy tutorial mode. The link cable is utilised via a two-player dogfighting mode where you can take on your mates in a fight to the death. There's also an Iceman Mode where you compete against Iceman's scores, just like in the movie. The Color game played really well, but no one could accuse it of being too easy. We'll find out how the Advance version shapes up early next year.



SHINING SOUL ADVANCE PREVIEW

The Shining series shines on the Advance...

The *Shining* series of games made their name on the Sega machines, but the latest offering, *Shining Soul*, is coming to the Advance. It's an Action RPG in the *Shining Wisdom* mould, but looks set to improve on its ancestor's weak visuals. The most significant Advance enhancement is

the ability to link with up to three other players. Choosing an Archer, Berserker, Magician or Warrior, you can fight the good fight with your friends on the GBA. *Shining Soul* is due for release in the Spring in Japan, so don't expect it before Christmas 2002 here.



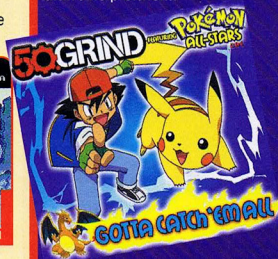
JAMES POND FOR THE ADVANCE

Another happening hero from the 16-bit era is coming to the Advance, this time courtesy of Creatures Labs and Swing! *James Pond* wowed on the Amiga and Mega Drive in the early Nineties, and could well do so again... Our piscine pal starred in a series of platformers, debuting with The hilariously-titled *James Pond: Bubble-O Seven*. The Advance game is to be a conversion of its sequel, *Codename Robocod*. Screens from the Amiga original are shown here.



EXCUSES, EXCUSES...

Remember the Pokémon single *Gotta Catch 'em All* by 50.Grind, which was tipped for the Christmas No 1 spot and covered in Issue Seven's Kit Bag? Well, it failed miserably, entering the charts and No 57 and went nowhere fast. Why? Apparently its distributor (the people who deliver it to shops all over the country) was forced into voluntary liquidation two weeks before the release and its replacement couldn't get them out in time. The fact that the record wasn't very good didn't help either...



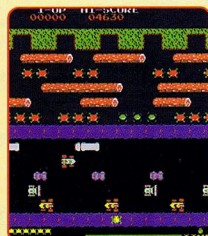
KONAMI COLLECTOR'S SERIES: ARCADE ADVANCED

Old-school action from the arcades of yesteryear.



Here at GBX we find retro compilations a little tiresome. Sure, they're good for nostalgia value, but do they really offer value for money? We have our doubts, but *Konami Collector's Series: Arcade Advanced* might just break the mould. Why? It has six games, will sell for less than the usual £35 and the titles on offer have been put together with a decent amount of thought.

The collection is heavily biased to shoot-'em-ups, with side-scroller *Scramble*, into-the-screen *Tempest* clone *Cyrudd* and the eight-way scroller *Time Pilot*. Yie-



Ar Kung Fu is an all-time great fighter, and *Frogger* is a fair platform-style offering. Finally, there's *Rush'n Attack*. Never heard of it? Well, outside America it was known as *Green Beret*...

We doubt *Konami Collector's*

ADVANCE PREVIEW



Series: Arcade Advanced will take the world by storm, but if the collection's well put together, it might just make a worthy cart.



NEW ADVANCE FOR NEW YORK

To celebrate the opening of a new Pokémon Centre in New York, Nintendo has released a brand-new Pokémon-branded Advance. It's called the New York version, and won't be released outside the States. But then, as it's a disgusting pseudo-gold monstrosity that looks like a cheap Christmas tree decoration, who cares?



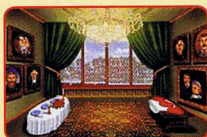
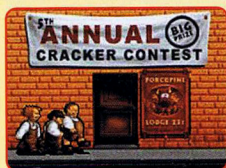
SHOP A PIRATE FOR POSSIBLE REWARD

Ever seen those Game Boy carts that offer dozens of games on one cart? Ever bought one? Ever got it home and found not all the advertised games were present, or that the cart didn't even work? You've been conned by a pirate! The games industry has got together with Crimestoppers and set up a confidential phone line so people can report pirates. If you know of anyone dealing in pirate games, videos or CDs, call Crimestoppers confidentially on 0800 555 111. There might be a reward. According to Roger Bennet of ELSPA (European Leisure Software Publishers Association), "To many, the guys selling pirate computer games are harmless Jack-the-lads offering a good deal. But it's completely false and thousands of shoppers every Christmas fall for it. These con men couldn't care less if the games don't work, and they don't care if the supplier of pirate CDs is also a drug dealer. In fact, they only care about filling their own back pockets with cash."



THE THREE STOOGIES

Classic comedy capers on our happening handheld!



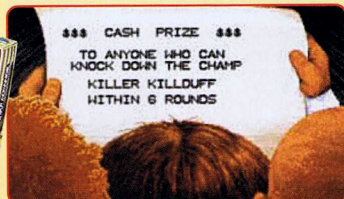
Top Game Boy developer Crawford Interactive has teamed up with Cinemaware to bring several old Amiga

games to the GBA. One of these is *The Three Stooges*, a game where you take control of the comedy trio and try to raise enough money to ensure the orphanage doesn't have to close. The Three Stooges had a film career spanning 40 years, from 1930 to 1970, and are among the best-loved slapstick stars of the black-

ADVANCE PREVIEW



and-white era. Plenty of material to draw on, then. Incidentally, Cinemaware once produced a Game Boy Color *Three Stooges* game, but it was never released.



WIN A DATEL ACTION REPLAY GBX!

COMPETITION



"You know readerz, there are several ways of using an Action Replay GBX. You can switch it on as soon as you get a new game, and plough through it in record time. You can complete a game without using an Action Replay, and then use the cheat card to go back and find things you missed or open up new characters or areas. You can leave it alone until you're stuck, cheat your way through an awkward baddie and then switch it off again or use it to get the hang of a difficult level, then turn it off and play that stage again without cheating. Some codez let ya slow the action by pressin' that III button on the top of the cart! However you use your Action Replay GBX, you'll find it the most useful tool in the Advance gamers' armoury. It's not just a cheat cart, it's a whole game enhancement system!"

Sakura



Sakura has five Action Replay GBXs to give away. To stand a chance of winning, answer this simple question:

Q Who appears on the box of the Action Replay GBX?

A Mario

B Sonic

C Sakura

When you think you know the answer, ring our Action Replay GBX Competition Hotline on the number given here.

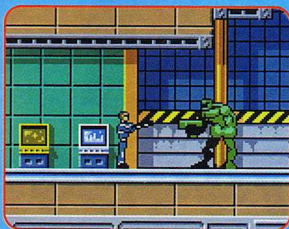
09064 774484

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 6th February 2002 and close at midnight on 6th March 2002. The editor's decision is final and no correspondence will be entered into.

MAX STEEL

Fighting fit on the Game Boy Color...

Max Steel, a new superhero for the new Millennium. After an accident, Max is enhanced with nano-tech bionics which gives him super-sonic powers – and if that sounds like a cross between The Six Million Dollar Man and Captain Scarlet, remember there's nothing new under the sun. The game's plot's nothing new either; it's just an



uncomfortable mix of any run-of-the-mill superhero or spy effort. Let's ignore it and get straight to the game itself. There are 11 levels to tackle, and all the fearsome foes from the TV series are there. It offers an interesting mix of genres too, combining blasting levels, underwater exploration and platforming. Whether it's a jack of all trades but a master of none remains to be seen.

MOTOCROSS MANIACS ADVANCE

Mud-'n'-guts racing on two wheels...

It's pencilled in for an American release, and it's a prime candidate for coming out over here too. *Motocross Maniacs Advance* is the GBA update of Konami's Color *Motocross Maniacs* series, and it's looking really wild.

With explosive weapons and fast arcade racing gameplay, players must take control of one of six riders and wipe out the competition using racing skills and well-placed obstacles. *Motocross Maniacs Advance* supports up to four players simultaneously, so friends can race together to see who becomes the dirt bike champ.



What's more, players can pick up more than ten different power-ups during the race, helping them to nitro boost ahead or blow up competition with land mines or missiles. Not exactly a traditional interpretation of the sport, then. Judging by the screenshots, it could play more like a platformer than a traditional racer. We'll find out for sure when we see it in action.



REMOTE POSSIBILITIES

Nintendo intend to use the GBA as (and we quote) 'a digital broadcasting remote control'. What this means in plain English is by using a special cart, players can take part in interactive TV quiz programmes and answer questions from home. Recorded data is stored on the cart, and can then be transmitted over the Internet for scoring purposes. As usual, possible links with the GameCube are unconfirmed. An exciting innovation? We think not. There seems little you can do with your GBA in this respect that you couldn't do with a touch-tone telephone, but maybe they'll prove us wrong...



LORD OF THE RINGS

Tolkien's epic tale heads for the handheld...



Electronic Arts has signed an exclusive deal with New Line Cinema to create games based on the upcoming *The Lord of the Rings* movies. New Line Cinema will release three movies based on JRR Tolkien's classic literary works, with *The Fellowship of the Ring* to be followed by *The Two Towers* (Christmas 2002) and *The Return of*

the King (Christmas 2003). The licence grants EA the exclusive rights to develop and publish videogames based on the movies for next-generation consoles and handheld platforms. A GBA version is a dead cert (it arrives late this year), but hopefully they'll do a Color game too. They did with *Harry Potter*, and

both versions were fantastic. EA will launch the first of its games in Autumn 2002, in conjunction with the second motion picture, *The Two Towers*. Information on the subsequent games will be announced at a later date.



BLACK GBA FOR JAPAN

Japan is awash with new Advance colours and they're starting to make an appearance in America too, but for the UK, there's still only the four launch designs. The latest release in Japan is this black GBA, which frankly looks more yukky brown to us. Oh well. You can probably get Japan-only colours in your local import shop or over the Internet, but don't hold your breath waiting for them to be released over here.



FIVE COPIES OF MUST BE WON! BREATH OF FIRE



One of the most popular RPGs on the SNES is now out on the GBA. Breath of Fire chronicles the adventures of the young Ryu, last surviving member of his warrior clan. He's sworn vengeance on those who destroyed his tribe, and with your help he might just succeed!

We've teamed up with Ubi Soft to bring you a great Breath of Fire competition. Five lucky winners will bag a copy of the game. All you have to do to enter is answer this simple question:

Q: What sort of game is Breath of Fire?

A: A Tiddlywinks Sim B: Hide and Seek C: An RPG



When you think you know the answer, ring our Breath of Fire Competition Hotline on the number given here.

09064 774484

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 6th February 2002 and close at midnight on 6th March 2002. The editor's decision is final and no correspondence will be entered into.

TOMATO ADVENTURE

Fruit and vegetable action? Surely not?

ADVANCE PREVIEW

No, this isn't an early April Fool's joke. Honest! There really is a game called *Tomato Adventure*, and it's already out in Japan.

You play Demiru, an eight-year-old boy from a village in the Ketchup Kingdom (!). Everyone in the Ketchup Kingdom is a child, including Demiru's close companion, the lovely Pasaran. She's been kidnapped by the evil Abira - you must journey to his castle to find her. Your journey takes you through six locations, including Forest and



Mountain worlds as well as an island where the locals live for rock-'n'-roll.

The combat system is pretty freaky too. Instead of weapons you have gimmicks, like large yo-yos or powerful



magnets. Shades of Looney Tunes, perhaps? The link mode is supported via a card game which resembles the old scissors, stone and paper game.

Frankly, we've no idea whether this will ever get a UK release, but more and more Japanese RPGs are being translated. Let's keep our fingers crossed - it sounds good in a freaky kind of way.



DOWNFORCE

Could it be the fastest driver yet?

ADVANCE PREVIEW

A group of drivers and teams have split from the Formula 1 championship, after being held back by rules and regulations for too long. Races have become boring, with excitement, overtaking and pure racing at an all-time low. The new racing league has been condemned by the FIA as too dangerous, and banned from using circuits around the world. The races take place in and around major cities. The cars use all the technology available today, to increase speed and downforce. With less stringent rules, teams have worked in different directions, creating a wide variety of enhanced supercars. This is the world of



Downforce...

Sounds like a great premise for the game - especially for its publisher, who can make what's effectively a Formula 1 game without having to pay for the licence. But what does it offer the Advance gamer? Well, there's four modes (Arcade Trophy, Free Race, Time Attack and Championship), six main playable cars and drivers with four more hidden, ten racers on the track at any one time and three difficulty levels. There are six tracks, with two routes per track, and two hidden courses. The GBA has yet to fulfil its potential in the serious racer genre. Maybe *Downforce* will break the mould.

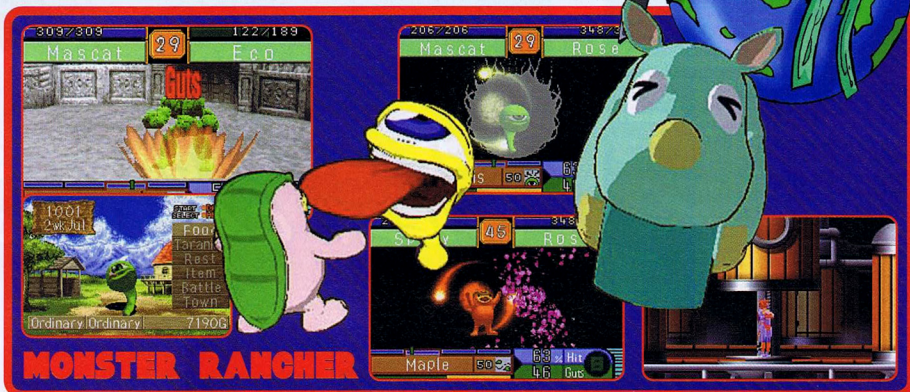


OVERSEAS
NEWS

Sakura's back with more happening carts from around the world...

Hey readers! I just gotta tell you about **Nancy**

Drew: Message in a Haunted Mansion on the Advance! You play Nancy Drew, and you're out to help a friend move into an old Victorian mansion – and there's something fishy going on. The game's a classic point-and-click adventure. Drag your pointer over the screen, and if you find something interesting, it turns into a magnifying glass – zoom in and investigate. It's not perfect. It lacks a strong opening and there are too many locations that only exist to make the map bigger, but overall, it's worth a play. It's out in America too, so there are no language problems. Over on the Color, there's **Diva Starz Mall Mania**. For those who don't know, the Diva Starz are toy dolls with attitude – they're real kewl chix. Playing each of the four girly, Alexa, Nikki, Tia, and Summer, you must get them ready for a fashion show.



show. To do this you must tackle a series of sub-games. The dance level where you reproduce button sequences *Parappa the Rappa* style is the best. Complete the game with one character and you can tackle it again with the next, until all four divas make it to the fashion show. It gets

harder as you progress, but in truth, it's too easy from start to finish. For die-hard Diva Starz fans only.

Monster Mash

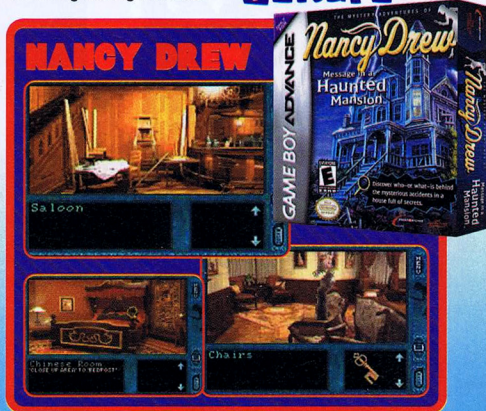
Fans of the *Monster Rancher* series on the big consoles will feel right at home with *Monster Rancher Advance*, though this isn't altogether a good thing. The series hasn't

really progressed any as it moves to the handheld, but hey, that won't worry those who've never played a *Monster Rancher* game before. You play a monster trainer who must create and train a creature and enter it in gladiator fights. Monsters are randomly generated by entering a four-letter word (the big console versions used audio CDs), and up to four players can link up for individual and tag battles. There are over 400 monsters in the game, some of which can only be found by combining existing creatures.

When your monster gets old, it tires easily and gains less from your efforts to train it. It's time to retire the old champion and start a new one from scratch.

A bit more plot wouldn't go amiss here. The big console versions had missions you could undertake as well as gladiator fights. Even so, this will appeal to *Monster Rancher* fanatics who want a handheld version and also *Pokémon* fans looking for something a little different.

Sakura



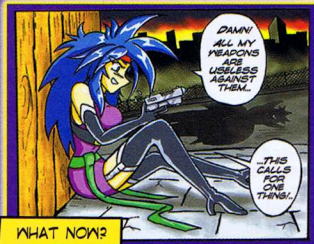
DATECTA CITY IS UNDER ATTACK... WHO CAN SAVE PLANET EARTH NOW?



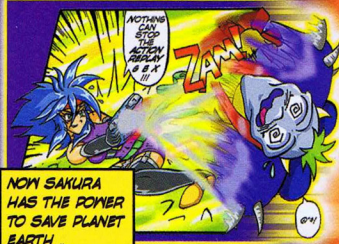
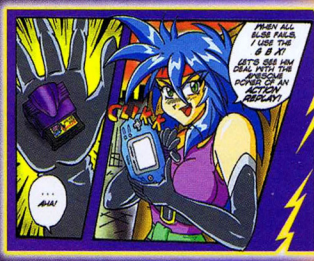
!DANGER!



'WHY DON'T I EVER GET ANY INVASION ALIENS LIKE SET AND STARMAN OR ONCE'



!WHAT NOW?



NOW SAKURA HAS THE POWER TO SAVE PLANET EARTH...

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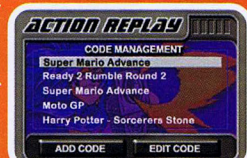
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ALL WEAPONS



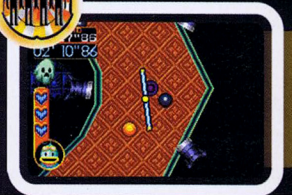
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CODEjunkies
www.codejunkies.com



GAME BOY
PocketPrinter

GAME OVER!

The Game Boy's just for games, right? Wrong! You'd be amazed what a Boy can do...

It's a versatile piece of equipment, the Nintendo Game Boy. For whilst it may play top games 'til its heart's content, it's also got some other tricks up its sleeve. You can take pictures, plan your weekend, send e-mails – in fact, you can do much more with your Game Boy than just play games. Let's investigate...

Say Cheese

One of the increasingly-popular talents of the older Game Boy was the fact you could plug in a specially-made camera and take digital pictures of yourselves.

The camera is a nifty little device that slots into the cart slot on your console, and then it's a case of taking your snaps and watching them appear on the screen. Sadly, and despite the very best intentions of the folks at Nintendo, there was one fundamental flaw with this. The pictures the camera took were decidedly lacking in quality (and that's being kind), and whilst they were certainly recognisable, they were too grainy to be of much use beyond sheer novelty value. However, for those who persevered and shelled

out for the unit, Nintendo also sold a printer to go with it. Unfortunately, despite the reasonable quality of the unit itself, it could only work with the tools it had. Printing out images taken by the aforementioned camera is hardly enough to affect the Kodak share price. It worked well for the younger audience, who hadn't fiddled around with such gadgetry before, but even they would be seeking

something with a bit more power in a pretty short space of time. Kids are getting fickle like that, yknow. A quick word for those curious enough to want either the camera or the printer – they're notoriously tricky to track down these days, and you may have to do some hunting on the Internet or searching round the second hand and bargain shops to be able to get them.

Meanwhile in Japan...

We're not going to get this over here, but here's a nifty use for the Game Boy Advance over in Japan. Taking advantage of the substantially-enhanced audio capabilities of the Advance, EZ Talk is a device that aims to teach English to Japanese students. From the developers also responsible for *F-Zero: Maximum Velocity*, it works by putting the user in the shoes of a schoolboy who must carry out everyday tasks such as putting his clothes on and making sure the dog is suitably nourished. All the while you must listen closely to the instructions you're given. A nifty idea, although fact it spans six carts and retails



for the equivalent of two hundred notes means it's not something you're likely to trouble your import shop for. Also from Japan, and likely to stay there, is *Star Communicators*. This one's from Konami, and is effectively a GBA-based virtual pet program, albeit quite a sophisticated one. You communicate with your creature through, er, telepathy, teaching them the ways of life and watching their emotions



develop. Crikey. Any parents out there will happily confirm this is not their idea of a fun game. The extra twist is added by the use of the link cable, which allows communication between creatures on other GBAs, who may even go on to develop a relationship. Even if that relationship is based on pure hatred. Again, you need to import it if you want it, for the chances of getting it over here are roughly equitable to zero.



Get Yourself Mailing

Time was that to access the Internet you needed a PC that didn't leave much change from a grand, and a jar of cash too to pay for the phone calls you need to actually get online. When Sega launched their Dreamcast console over here back in 1999, much was made of the fact it could go online, and even now, there

are squabbles between Sony and Microsoft over the online capabilities of their respective machines. But what if we were to tell you that you could send and receive e-mails without the need for all of that? And what if we told you that you only needed a Game Boy, a phone line and a handy

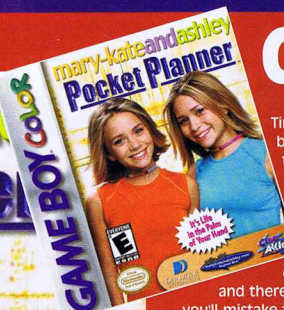
utility from Datel to do it? Well, we can assure you, it's entirely true.

The gadget in question is the *World Port GBX*. To get it working, you need to slot it where you'd insert your game cart, and then clip in the enclosed phone lead. The other end of the lead then goes into the phone socket. Following a quick call to the Customer Helpline to set up your account, you have your own e-mail address. You can then enter your mails using an on-screen keyboard, manage your top-up cards (you get a £5 card in the box) and keep your own contacts book too. It's all topped off with a built in calculator. Er, we're guessing that's more to help you with your sums as opposed to anything to do with the e-mailing, though.



Girls Only

mary-kateandashley Pocket Planner



Time for a quick break, fellas, as this one's for the laydees.

Mary-Kate and Ashley Pocket Planner is the cart in

question here, and there's little chance you'll mistake this for a game. Personally, I've no idea who Mary-Kate and Ashley are, but they do seem rather keen to keep people organised with their handy mobile organiser cart.

It encompasses such vital facets as a Crush-O-Meter, where you point the device at someone and it tells you whether you should have the hots for them. The boss keeps

trying this feature on himself, y'know. You can work out how compatible you are with your mates (in a strictly friends-only kind of way), there's the infrared feature for sending secret messages and it's got quite good pocket organiser features, allowing you to store important dates and phone numbers. It throws in some reasonably diverting games as well. Sadly, this only works when the Game Boy is switched on, and lacks the alarm feature of the SmartCom. Nonetheless, we suspect its target audience will quite enjoy it. It's okay chaps. You can come back now. We've finished this bit.

It's Life in the Palm of Your Hand™

Keep your busy life UNDER CONTROL in the COOLEST way possible. ORGANIZE while having FUN.



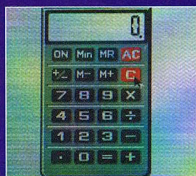
Personal Assistance

This one's so simple, we're surprised more people haven't thought of it. Given the compact nature of the Game Boy, wouldn't it be cool if it could act as a mini personal organiser, able to store important dates and phone numbers? Again, it's perfectly

possible, although the SmartCom can do even more than just that. It's billed as a 'Personal Communicator and Digital Assistant', and again, it's a bit of a multi-talented beast. Living in the cartridge slot on your Game Boy, it first of all acts as a calendar/diary, with an on-screen keypad letting you store in appointments and birthdays, that sort of thing. Furthermore, there's also a notepad

included, as well as a phone directory. But that's not all. You can use your Game Boy as an alarm clock too, whether it's switched on or not. The battery back-up system in the machine stores the current time, and the time you want the alarm to go off. It makes plenty of noise to make sure you get out of your pit/bed/squat on time. And just to show off, the SmartCom also utilises the infrared port on your Game Boy, either to transfer messages or to control your TV and video (we kid you not). That's enough to drive your parents/spouse/partner-in-

crime mad, we reckon. The icing on the cake is the fact that this works with all Game Boys, whether they be the old style, Pocket, Color or Advance. And whilst only those with a Color or Pocket can take advantage of the remote control and message-exchanging service, there's still plenty packed in for your money.



Lost in Music

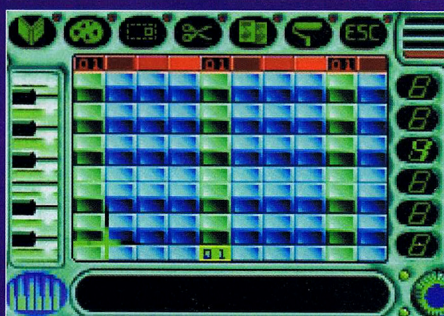
If you've got rhythm in your bones and want to get melodic with your handheld, Jester Interactive, through Rage, will shortly release the latest in their music creation franchise, *Pocket Music*. Jester's curriculum vitae includes the likes of *MTV Music Generator* on PS2 and the *Music* series on PSone. For the GBA outing, you can create your own tunes utilising the various in-built samples, drumbeats, basslines, melodies and other musical instruments. Once completed, you can then easily save them to your cart.

Clearly we're not going to get the sophistication of Jester's PS2 title here, but it

could be diverting enough to warrant some interest. Certainly at this early stage, they don't seem to be skimping on the features, and whilst clearly it's going to rise and fall on the quality of the audio it pushes the hardware to produce, by early next year we could all be sitting at the top of the charts. They're building in a copy of Eminem's 'My Name Is' too, if you're interested. Also on the musical side is a little something from

Nintendo themselves, which isn't confirmed for UK release, but that could change in the near future. It's called *Game Boy Music*, and will come bundled with pocket speakers too, as well as building in around 50 sampled musical instruments. Again, you'll be able to save your work to your cart. So not only can your Game Boy play a mean game of Mario, it can also make you a star!

Simon Brew



POCKET MUSIC

Who Does What

EZ Talk

Game Boy Camera

Game Boy Music

Game Boy Printer

Mary-Kate and Ashley Pocket Planner

Pocket Music

Smart Com

Star Communicator

World Port

Nintendo

Nintendo

Nintendo

Nintendo

Acclaim

Rage/Jester Interactive

Datel

Konami

Datel





DAMAGE: £34.99
ON SALE: 11TH FEBRUARY 2002
WHO: NINTENDO
TYPE: PLATFORM GAME
NO OF PLAYERS: 1-4
SAVE SYSTEM: BATTERY BACK-UP

SUPER MARIO ADVANCE Super Mario

He's back, and if you've got any sense, you'll be raiding your piggy bank very shortly. Simon explains why the return of Mario is a must for your Advance...

And just how eagerly have we been awaiting this one? Thus far on the Game Boy Advance, we've been treated to two Mario outings, with *Super Mario Advance* and *Mario Kart Super Circuit* both winning many plaudits and easing themselves onto the must-buy list for GBA owners. However, they're going to have to make some room on the podium now, as *Super Mario Advance 2* is, quite frankly, absolutely superb. Read on, and we'll tell you why. We're nice like that.

The game is, as most of you

already know, a port of the Super Nintendo classic *Super Mario World*. This was the game that launched the SNES, and rightly won sky-high review scores when it first appeared. Yet instantly this raises worries – are we just getting another port of an old game rather than some new, groundbreaking software? The answer? Of course we are, but this game was, and still is, something very special indeed.

Into the Game

It kicks off with an overhead map screen from which two levels are initially available. As you complete levels,



Yoshi barfing out his lunch. What a delightful chap.

Further avenues on the map open up, which leaves you more than one way of getting to the end of the game. Suffice to say, when you do finish it, you'll more than likely find yourself going back and trying it a different way. For now, you just pick your level and jump into the action.

The main game is familiar to anyone who's ever played a Mario game at some time in their life (er, assuming that game wasn't *Mario Golf* or

something like that). You start as a small plumber, with platforms to negotiate, baddies to beat, power-ups to find and secrets to discover. As you bumble along, you notice some blocks have question marks on them. A swift head-butt later and you collect some coins or unlock

a goodie. The old favourite of the mushrooms is still there, and when you

Coin Collection

Come on, you know the score. Those coins that litter Mario's world are there for a reason. Collect 100 of them, and you're rewarded with an extra life. You know it makes sense.





Remember that one of the buttons on your controller allows Mario to speed up. But whilst it's tempting to zip through as fast as you can, remember that danger lurks around most corners...

NEWS

MARIO 2: Mario World



Push that Button!

Occasionally you find a great big button. Our simple advice? Press it! For instance, at the start of the game, if you choose to battle through the level on the left of the map, you open up an area with a great big button to press. Do it, and all the dotted line boxes throughout the game become solid platforms that Mario can jump on. Trust us on this – you'll be grateful you did.



pick one of these up your Mario doubles in size. Suffice to say, contact with a baddie shrinks him back to

normal, and further contact sees you scuttling to the Yellow Pages in the sky. *Super Mario World*, however, was the game that first brought us Mario's companion, Yoshi, and he's

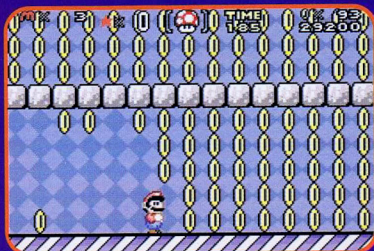
here in all his green-ness. Yoshi's tongue is capable of making mincemeat of many baddies, and you also discover snacks along the way that only he can eat. If he eats enough of them, he

unveils more goodies for your attention. That's not the only first, though, as this is also the game that first introduced the flying Mario! First he needs to find his cape, hatch, so look out for the feathers that occasionally pop up, as you need to perfect your aviation skills if you want to get out of some of the tight corners that game tends to put you in. The levels are

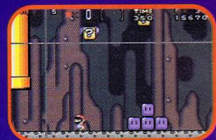
extremely varied, from the happy daytime platform-based levels to climbing your way through a dimly lit cavern. There are end-of-level baddies hidden in some

Surprise, Surprise

You can't accuse the Mario creators of skipping on the surprises this time around. Always pay attention to what's happening on screen – look for secret tunnels and trying going up and down pipes. There are plenty of hidden extras throughout the game, and whilst it's quite possible to get to the end without finding one of them, you really would be missing out on some of the fun!



Er, that's me. The flat one underneath the big crusher.



Make Your Choice!

Here's something a little different for the GBA version – you can go through the game as either Mario or Luigi. There are slight differences in how each character plays, and no doubt more hidden secrets to unlock with each character too! Also, the end sequence is slightly different on the Advance – but we won't spoil the surprise and say how.



areas too, and levels where the plumber can go for a bit of a swim. And then there's one of our favourites, the haunted house, which shows a level of thought and design that you simply don't get in many titles in the genre. Indeed, considering the basis of *Mario Advance 2*, it's hard to know whether to be delighted at the sheer quality of what's packed onto the one cart, or frustrated that a decade since the game first appeared, there's still very little to top it.

Unmissable

If you haven't guessed by now, we're of the opinion that *Mario Advance 2* is a top quality platforming game. It's very easy to get into. The controls take little adjusting too, and whilst the graphics may make this look all bouncy and cute, there's a jam-packed game underneath it all. Indeed, it's fun just to explore, as the creators have injected so many little extras in the game you're encouraged to just potter around and see what you can find.

As for the downside, it's genuinely hard to find fault with anything, except it's another SNES port. Genuinely, we've only begun to scratch the surface with this review, and so whilst we can definitely say that there isn't much new to see, it's pretty-much a moot point in this case. If you were a bit tight, you could argue that the game's tendency to throw extra lives at you is a little over-generous, and it won't take you forever to get to the end of the game. But again, we can genuinely see ourselves coming back to this for the next few months.

For what ultimately sets *Super Mario Advance 2* apart from all the competition on the GBA, with no exceptions, is its superior gameplay. Rarely have we had the pleasure of sitting through such a challenging, enjoyable and addictive game as this. Virtually everything is spot-on. The learning curve is pitched perfectly, allowing advanced players to zip

The start of the haunted house level, guaranteed to keep you on your toes.



An end-of-level baddie. You beat him by simply pushing him off the edge. Easy, huh?



through the early part with ease, whilst pop-up text boxes teach beginners the ropes. Then there's the factor we've always admired in Mario games – they're incredibly fair. Only this issue we were met by the ruthlessness of *Big Trouble in Little Bedrock*, itself a promising platform game let down by deaths that you can't avoid. There's none of that here. Every time you die in Mario – and you do it a lot – it's entirely your fault, no questions asked. Sure, you'll shout and scream with frustration from time to time, but on each occasion, the blame lies no further than your fingers. *Super Mario Advance 2* is an absolute stonker. Unless you



played it to death on the SNES and don't want it on a handheld, you must – repeat, must – get hold of this. Never mind the fact that it's a SNES port, it's simply one of the finest adventures Mario has ever embarked on. And you'd be a fool not to join in. Not one of us in the office thinks otherwise.

Simon Brew

XTREME
RATING

Uppers

- + Fantastic entertainment.
- + Loads to explore.
- + Utterly addictive.

Downers

- A SNES port.

Summary

We can't make it simpler than this. *Mario Advance 2* is brilliant. Now get off and buy it.



95%



DAMAGE:£34.99
ON SALE:22ND FEBRUARY 2002
WHO:300
TYPE:SHOOT-EM-UP
NO OF PLAYERS:J
SAVE SYSTEM:PASSWORD

ARMY MEN: OPERATION GREEN

Green, plastic and dangerous, the Army Men return once more. And as Simon discovers, it's one of their better capers...

Even the biggest fans of the series would admit Army Men games tend to be very hit or miss affairs. Fortunately, whilst it shoulders its fair share of flaws, the latest outing for the little green soldiers is one of their better days at the office. The basics are pretty much the same though. The Green Army – that's you – are good, whilst the computer-

controlled Tan Army are bad. This latest chapter of their ongoing conflict takes place across 17 levels, in locations as diverse as the jungle, indoors and the city, which all show off the graphical capabilities of the format with some skill. Furthermore, they also prove a varied backdrop for the main action without ever actually getting in the way.

What's in the Crate?

As you make your way through a level, every now and then you see a crate on the floor or parachuting down from the sky. These are well worth looking out for, as they contain weaponry, extra health and such like. They could make the difference between success and failure.



Hup! Hup! Hup!

Each mission kicks off with a set of objectives which need to be completed before you can progress, and you can call up a map or a refresher at any time. Even several games down the line, the control system takes some getting used to, and isn't conducive to those moments where you need quick reactions to get out of a tight spot. Nonetheless, the game is still quite good fun

to play. It's more about running and shooting than anything else, although thanks to the brand-new Stealth Mode and the lack of precision controls, it's easier to take the



Er, anyone there?



enemy out with a knife rather than aim a few shots in their direction. Still, there are lots of nice touches to the game. The multimedia side has clearly been lavished with attention, and despite the small in-game graphics, the level of detail is admirable. Furthermore, the variety of weapons and vehicles adds a little more spice to the

proceedings, and the high concept of toy soldiers fighting real wars is still sufficiently intriguing at first. Sadly, the game tires through the frustration at being killed despite trying to avoid trouble, and the fairly repetitive nature of the gameplay. Fun for a while, but far from an out-and-out classic.

Simon Brew



That big blue thing marks the end of this particular level.



Uppers

- + Bright graphics.
- + Frenetic action.
- + Decent sense of humour.

Downers

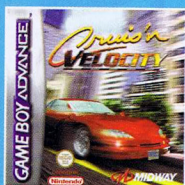
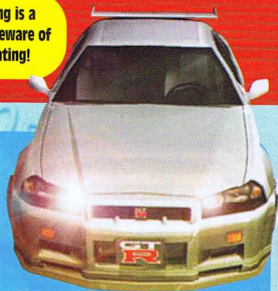
- Flawed control system.
- A bit frustrating.

Summary

Not bad, but the high production values and varied gameplay are betrayed by that lack of something special.



68%



DAMAGE: £34.99
ON SALE: 28TH FEBRUARY 2002
WHO: MIDWAY GAMES
TYPE: DRIVING GAME
NO OF PLAYERS: 1-2
SAVE SYSTEM: PASSWORD

CRUIS'N VELOCITY

Get your seatbelts on and prepare for another unspectacular, familiar journey through racing game land. Your tour guide? Simon Brew...

Ah, the latest in the Cruis'n franchise, and the first to hit the GBA. Sadly, those looking for a quality racing game are in for a disappointment, as *Cruis'n Velocity* is just another tired, underdeveloped racer coupled with a £35 price

sticker. Ho hum.

The format of the game is pretty much business as usual. From the start, you can play either Freestyle Racing (where you pick your track and car and just have a quickie, so to speak), or you enter the Cup Mode. Here, you must take your chosen vehicle through



various races, aiming for victory. Do really well

and you can unlock other cars and such like. Sadly, the long-term challenge of the game is negated by uninteresting course design, slightly unfair handling and the jerky scrolling that manifests itself at key moments when the screen fills up. And this is a shame, for at times, when you temporarily forget such faults, the game is quite good fun to play. It never threatens



This is supposed to be Las Vegas!



Only in seventh place, and about to cause a pile up...



Er, where did we put that map?



Pick Your Car!

to become a classic, and is leagues away from dislodging the likes of *Mario Kart* as our top racing game, but it did still have its moments.

Blues Cruise

But then those irritations, and

a general feeling of déjà vu kick in once more, and it's hard to justify forking out so much fun for something you've seen several times before. Sure, the Cup Mode and the link option prolong the longevity of it, but that's countered by the fact that it doesn't take long to get into the swing of things, and that sends the difficulty level hurtling towards the floor. Don't get us wrong here – *Cruis'n Velocity* isn't particularly bad, it's simply not that interesting and certainly nothing worth forking out so much money for. In short, borrow it off a mate if you're curious, but make sure you're rich before you fork out for a copy yourself.

Simon Brew

Adding an extra tactical twist, when you select your vehicle prior to racing, you have to take in consideration the strengths and weaknesses of each. Okay, it's hardly an act of world-shattering originality, but to be fair to the developers, it does make a difference in practice too. So pick carefully. And you boy racers out there might want to get a car with damned good brakes...

Xtreme Rating

Uppers

- + Reasonable to play.
- + Decent in two-player mode.
- + Fun for a while.

Downers

- Nothing new.

Summary

It ain't bad, but there's nothing you haven't seen before. For completists and the rich only.



57%

A GHOST OF CHRISTMAS PRESENT

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GBX

GBX - 85%

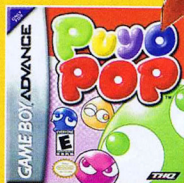
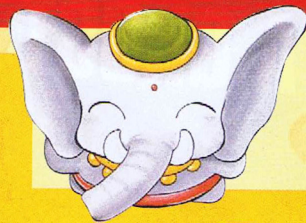
game boy

Total Gameboy - 89%





NAME	SCORE	POWER	MAX
1st GBX	85589	5	5
2nd PANDY	10000	5	5
3rd SPODE	8000	4	4
4th BARON	6000	3	3
5th MUMMY	4000	2	2



DAMAGE: £34.99
ON SALE: FEBRUARY 2002
WHO: INFOGRADES
TYPE: PUZZLE GAME
NO OF PLAYERS: 1-4
SAVE SYSTEM: BATTERY BACK-UP

PUYO POP

It's a puzzle game, it's Japanese and it's absolutely bonkers! Jamie takes a look at Puyo Pop...

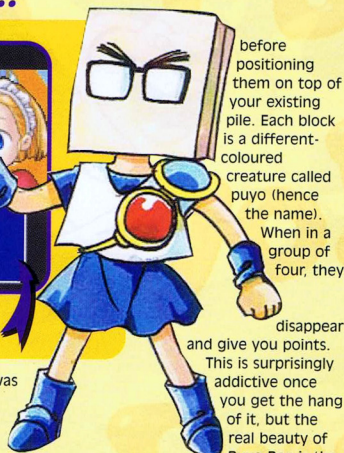


I see your point...
Watch out for
counterattacks right?

New tricks and tactics are introduced as the game goes on.

Ever since Tetris sneaked its way into the original Game Boy's box, there's been a sub-culture of handheld owners who just can't get enough of blocks-falling-from-the-sky-type puzzle games. I'll come clean here: I'm not part of that sub-culture. Sure, I played

Tetris and it was pretty good, but can Puyo Pop offer much that its predecessors didn't? The basic gameplay in Puyo Pop is pretty familiar. Two-piece blocks fall from the top of the screen and you rotate and manoeuvre them



before positioning them on top of your existing pile. Each block is a different-coloured creature called puyo (hence the name). When in a group of four, they

disappear and give you points.

This is surprisingly addictive once you get the hang of it, but the real beauty of Puyo Pop is the little extras the game adds in as you follow the single-player mode...

A cut scene with cartoon-style graphics introduces you to the world of Puyo Pop,

with plenty of broken English that gives the game that true mad-Jap feel. As far as I can work out, you're a little schoolgirl with a pet creature who stumbles across a magical gateway to the land of Puyo Pop. Here you meet various bizarre characters, with whom you have even more bizarre conversations which ultimately lead to you playing Puyo Pop against them. Did I mention this game's bonkers?

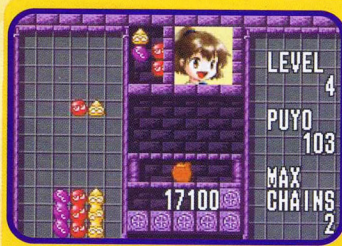
Rainbow Drops...

You start with three colours of puyo. Each time you make a chain of four puyo, your enemy is plagued by a transparent puyo that can only be destroyed by removing puyo next to them. It's challenging at first, but you soon get the hang of things. However, just as you get to grips with three

different types of puyo, a

fourth is added to the challenge. Your opponents get harder too, and by the time you reach the end of the first world, the game's nicely balanced between being too challenging to really experiment with big chains, and not challenging enough to make it hard to win by sticking to the basics. World Two is an entirely different story. Here you're introduced to the eternally-frustrating point puyo; transparent puyo that don't just disappear when you make a chain near them. Instead they're switched over to your opponent's side! Things start to get really tactical at this point, as creating new transparent puyo can play into your opponent's hands and give him the ammunition he needs to finish you off! It takes quite a while to get the hang of this new system, yet once again as soon as you do, the game throws the next challenge at you!

Solo Session



As well as the normal single-player mode and multiplayer modes, Puyo Pop also offers two alternative 'Endless Puyo Pop' single-player games. The first is a straight-forward solo game where the action speeds up as your points tally rises. The second is a cool task mode, where you have a time limit to complete certain challenges. Excellent!





To create multiple chains, try placing groups of three matching puyo together. Then it's just a matter of waiting for the right piece to set the chain off.

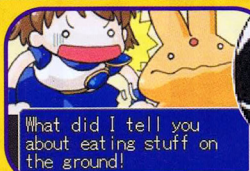


Speak No Good English!

You can't beat a translated Japanese game for ridiculous meaningless conversations. Personally I find these hilarious, especially when totally disjointed film references are thrown in. No way! Way!



Arle was playing with Cakkun as usual but...



What did I tell you about eating stuff on the ground!



If that's how you want it, then, let's PUYO PUYO!



Eye Candy

The graphics in Puyo Pop are very pleasing to the eye and surprisingly inventive. Each little puyo has a unique face that helps you to quickly identify them and as the game goes on the background graphics change to match the level. This helps to keep things interesting and headache-free.

Obliterate your enemy!



Four-Player Frolics

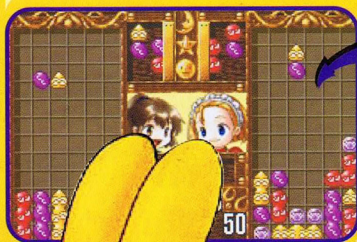
The single-player game is great fun and an excellent way to train for the multiplayer game modes. Puyo Pop supports up to four-player link-up which can be done even with a single cartridge, although like other titles, you can't access the full range of stages and options without a cartridge for each player. The Multiplayer Mode is truly hilarious, and

offers hours of entertainment. You get a split-screen view of each

player's stack on your GBA, so you can see exactly which opponent is really in trouble and finish them off with that killer chain you've been building. My tip is to beware of the sneaky player keeping quiet in the corner; you never know where that next barrage of puyo is coming from!

Puyo Pop is puzzle gaming at its best. Sega has a game that's not only a fine example of a well established genre, but also offers new ideas and game play modes. Anybody who plays this for a few minutes quickly realises how much fun it is, and if you can convince a few mates to buy it too, there are few titles out there to rival this one in the fun department.

Jamie Wilks



Setting up a nice double chain.



Uppers

- + Several game modes.
- + Progressive single player mode.
- + Absolutely brilliant fun to play.

Downers

- Maybe just a Tetris clone?
- Repetitive gameplay.

Summary

Puzzle gaming at its finest. Great presentation, great game modes, great multiplayer game modes and great fun!



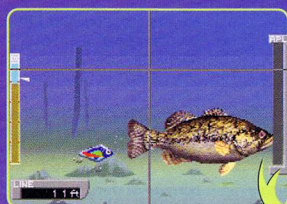
92%



DAMAGE: £34.99
ON SALE: TBC
WHO: KONAMI
TYPE: FISHING GAME
NO OF PLAYERS: 1-2
SAVE SYSTEM: BATTERY BACK-UP

ESPN GREAT OUTDOOR GAMES BASS 2002

It's fishing. On a handheld. And as Simon finds out, it really isn't worth the effort.



The big one and the little one had a race...

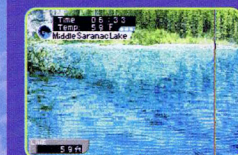


It's hardly The Blue Planet, is it?

Anyone who's had the pleasure of playing Sega Bass

Fishing on the Dreamcast knows fishing really can work as a good videogame. It's not an easy fact to wrap your head around, but we assure you it's true. However, what made that particular Dreamcast game special was the fact you had a dedicated fishing controller to add to the fun. Now move it all across to the Advance. Small screen, no extra controller, just the thought of virtually

fishing for a couple of hours? Hardly sounds like fun does it? And, frankly, it isn't. Yet it fails not for the want of trying to succeed. Graphically, for instance, the game is very good, from picturesque outdoor views to crisp underwater viewpoints. And there are some neat features too, including a decent link-play mode.



Gone Fishin'

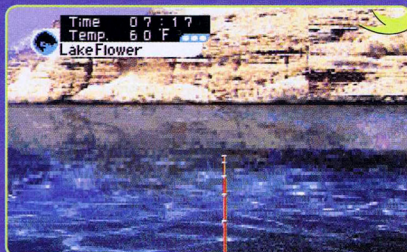
But it's when you get to the fishing itself that the game falls apart. Once you're at the side of the water, a strength meter determines how far in your line is thrown, and then you switch to the aforementioned underwater view. Here, you simply tap at a button, attempting to get a fish's attention, until eventually you get a bite. And that's pretty much all there is to it. You need different approaches to catch the various fish, but they don't take long to learn, and the game quickly becomes repetitive. Sadly, that's just about your lot for your £35, and it doesn't take long to

arrive at the conclusion that it's simply not worth it. The game never really goes solves the problem of how to successfully present a fishing game on the Game Boy and

keep people interested, and whilst Bass 2002 is by no means an unprofessional effort, it's simply too uninteresting to warrant too much attention.

Simon Brew

You can't knock the graphical detail in scenes like this.



Tournament Time

If you really want to test your mettle in the fishing stakes, you're going to need to take part in a tournament. The idea here is that

you read a long scrolling list of rules, find out what fish you're targeting and then aim to get the best catches in the time allowed. It's edge of your seat stuff. Honest.



XTREME RATING

Uppers

- + The Best Fishing Game on the GBA!
- + Nice relaxing music.

Downers

- Repetitive to play.
- Not much fun.
- Vastly overpriced.

Summary

Even neatly sidestepping a 'small something fishy' gag, Bass 2002 is simply an uninteresting, uninspiring and unessential game.



35%

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87%
GBX



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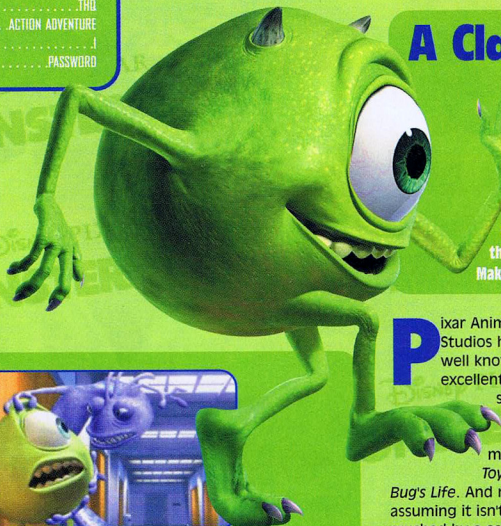
If there's an item floating in mid air, check its shadow to see if it's at the front of the screen or at the back.



DAMAGE: £34.99
ON SALE: 1ST FEBRUARY 2002
WHO: THQ
TYPE: ACTION ADVENTURE
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

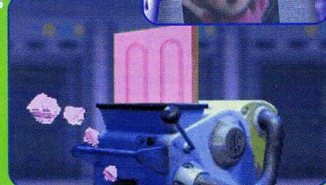
MONSTERS, INC.

Quick, hide under the bed, the monsters are here. Oli's had a look, and monstrous seems to be the word all right...



A Classic Tale, No Less

Apparently Boo (a four-year-old kid) has returned to Monstropolis (guess who lives there?), and as a friendly green hairy monster called Sulley, you've got to get her back safely. Unfortunately, her doors been shredded (?) so you've got to get the bits and put it back together. Makes perfect sense...



Pixar Animation Studios has become well known for its excellent, if a little shiny-looking, computer-generated movies such as *Toy Story* and *A Bug's Life*. And now, assuming it isn't utterly crushed by a certain upstart young wizard, there's a new one to add to the list – *Monsters Inc.* It tells the tale of a world of monsters that are terrified of children, and by most reports it's another high-quality production. Unfortunately, there's nothing high-quality about the game of the film. Practically devoid of new



There's a lot of pushing boxes around in this game. Riveting.



Sulley didn't like having his tail trodden on.

ideas, this is an action adventure with little action and virtually no feel of adventure. In fact, what you get is more like a platform game except without any platforms – it's that exciting. Each of the levels has you trying to collect a certain number of special items (door pieces) to win, while avoiding the humans and monsters that impede your progress. You can shout at people to scare them for a bit, and occasionally shoot at them, but most of the time is just spent stomping about looking for things to pick up. Perhaps they thought it was appropriate when you're controlling a big hairy monster that the game should plod along, but still – after a few samey levels of this you're fighting sleep rather than anything interesting.

Monsterzzzz...

You may find in particular that the level design is poor, and that would be because there is no level design. It's a 'feature' that randomly generates levels, and yeah, this means you can play the game again, but then if you make it to the end of the game, I doubt you'll want to. What it ends up giving you is bland, purposeless levels, which unfortunately fit quite well with the rest of the game. *Monsters Inc.* is another example of a cheap licence action adventure, with minimal ideas and minimal gameplay. At least in a cheap platformer you've got something to do; these side-scrollers are dull with a capital ZZZ... Come on guys, with a decent licence and a great handheld, why not make something of it?
Oliver Lan

XTREME RATING

Uppers

+ Apparently the film's quite good.

Downers

- Incredibly formulaic.
- Highly repetitive.
- Characterless levels.

Summary

Monstrously dull.



42%



DAMAGE: £32.99
ON SALE: OUT NOW
WHO: INFOGRAMES
TYPE: PUZZLE GAME
NO OF PLAYERS: 1-2
SAVE SYSTEM: BATTERY BACK-UP

COLUMNS CROWN

Sega's columns are back and this time they've got a crown. Jamie finds out what the hell is going on...



Columns on a Nintendo console? It just doesn't seem right. It makes for an interesting showdown with Tetris though... Columns has always been different to Tetris at a basic level by involving matching colours in a uniform shape of three blocks, rather than the different shapes affair. This GBA version has three game modes; the standard survival points-scoring fest, a Vs Mode against computer

opposition involving natty spells to hamper your enemy, and lastly Flash Columns, where you have to make a chain with strategically-buried flashing blocks. Columns Crown is different to most games in the genre by actually incorporating a plot line. It goes something like this; the royal columns crown is missing most of its gems, so the princess asks to her friends to find them for her. Lazy cow. Up step Jade,



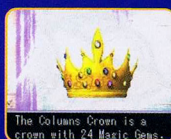
Flash column lined up!

the novice alchemist, and Ruby, the novice sorceress (yay!), to recover the gems before a nasty band of thieves can get their hands on them (boo!).

Row by Row

By making progress in the Flash and Vs game modes, you recover gems that get added to the crown. You also

gain new spells to add to your spell book. These are used in the Vs game mode to pester your opponent. Before each match, you choose five spells in the order you want to use them. During the match a power-up bar on the side of the screen rises as you create more columns. When it gets to the top, your next set of blocks includes a spell block. When you create a column with this block, the spell is activated and cast at your opponent, accompanied by a nice flash of light and a picture of the spell beaming over. Columns Crown is a quality puzzler with three enjoyable



single-player game modes, plus link-up for two players, either with a single cartridge or with two cartridges for all the trimmings. The Vs game mode is the real story mode, offering the biggest challenge, but the other game modes add to a well presented title with nice graphics and sound that is good fun to play.

Jamie Wilks

Abracadabra!

The spell list for the Vs game mode is hooj! You start off with the simple spells like freezing the order of you opponent's columns, but after a while you get really powerful spells like earthquakes and laser beams! My all-powerful magic will blast you all! Wuhahaha!



Eat freeze, spell-stealing meanie!



XTREME RATING

Uppers

- + Three single-player modes.
- + Link-up game.
- + Nicely presented.

Downers

- Steep learning curve.
- Flash and Survival Modes a bit dull.
- Gets repetitive.

Summary

A nice little game with a lot to offer. Puyo Pop is better, but you won't be disappointed with this one either.



86%



DAMAGE: £34.99
ON SALE: 8TH MARCH 2002
WHO: INFOGRADES
TYPE: PLATFORM GAME
NO OF PLAYERS: 1-4
SAVE SYSTEM: BATTERY BACK-UP



SONIC ADVANCE

Admit it - did you ever think you'd see this hedgehog on a Nintendo? Simon didn't, but he's glad Sonic made the trip.

with their respective SNES and Mega Drive consoles, both relied heavily on their exclusive individual mascots to push console sales.

The thought of Mario on a Mega Drive or Sonic on a SNES? Utterly unthinkable. Yet, whilst this is the third handheld console Sonic has appeared on (the Neo Geo Pocket and Sega Game Gear provided his previous portable platforms), he's never fared better on the smaller screen.

Sonic Advance goes back to the 2D roots of the original game. You to choose from four characters, each with subtle, different gameplay traits, as you undergo your latest attempt to save the world. You do this by running, jumping, sliding (which is really cool), diving and generally zooming through levels. As with previous Sonic adventures, the early emphasis is very

You might not know it, but with Sonic GBA, a piece of gaming history is being written. Barely ten years ago, when Nintendo and Sega were slugging it out



much on speed, and lots of it. Yet it was always a bit of a myth to say that's what

totally differentiated the game from Mario, because Sonic games were just as capable of slowing down and emphasising skilful precision as the plummery offerings. However, let's be frank about this; speed is still a key weapon in the Sonic armoury. Speed your way through a level and you miss out on lots of secrets and extras, but it's great fun to see the game moving so fast.

Spiked Sensation...

There's a good deal of variety in the levels, too. Anyone who played Sonic

Restart Points



Keep your eye out for these, which are dotted around each level. Due to the number of routes you can take through a level, it's very easy to miss or jump over them.

Make sure you touch them, or when you die you're sent back a very long way.



DANCE



Looping the loop - one of the staple diets of a Sonic game.

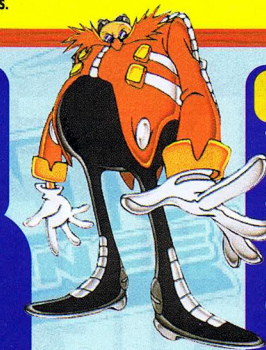


It's Super Sonic (geddit?).

Spinball on Mega Drive, for instance, will be instantly familiar with the Casino level, and as with Mario

Advance 2, you're just as likely to be in the bright, open outdoors as you are scurrying the dark hunting for rings. The excellent graphics help flesh these levels out, and there's not even a hint of slowdown, even when the hedgehog hits

top gear. Rarely do you stay in one environment too long, though, with a couple of levels and a boss in each section being all you get before you're moved on to the next area. This does help the game defeat repetitiveness too, and there's usually something to keep you interested and busy. What has always made Sonic so special is the sheer fun of it all. You can approach the game in several



ways, choosing either to play it as a straight platform game or selecting to bomb your way through it. Either way, the brakes are applied when you get to the boss characters, which are slightly frustrating as they do significantly reduce the tempo when you get to one that's hard to beat. However, without their presence, we suspect that the game would be too easy to complete. Even as it is you're likely to make fairly swift progress through it.

Sonic or Mario?

We're guessing the real decision for you is whether to go for Mario or Sonic. It's really a no-lose decision, although we're just giving Mario the edge. Every now and then the sheer speed of the Sonic game runs you into something that's very hard to avoid, and you can't imagine Mario creeping unfairness like that into

things. Furthermore, we suspect that the Italian

plumber offers the greater long-term challenge. And yet we can't help loving Sonic too. This is a fast, zippy platform game which hopefully marks the beginning of a very happy marriage between Sonic and Nintendo (and with *Sonic Adventure 2* slated to appear on GameCube, the next fruits of the deal are already in sight). It's genuinely terrific fun to play, and confirms the belief that

when it comes to making quality, easy-to-pick-up-and-play games, Sega really is the name to watch.

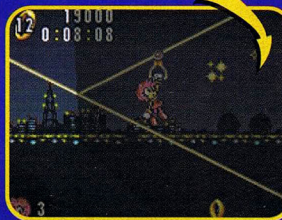
Simon Brew

Rings and Goodies

Throughout each level, Sonic can pick up rings. Collect 100 and you're rewarded with an extra life, although it's possible to lose all your rings thanks to an unfortunate encounter with a baddie. You also find mystery pick-ups, indicated by a question mark, which you can choose whether to pick up or not. These can either have a good or bad effect, so it's entirely at your risk!



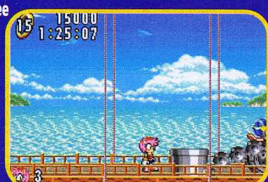
It's the new Milk Tray commercial. Honest.



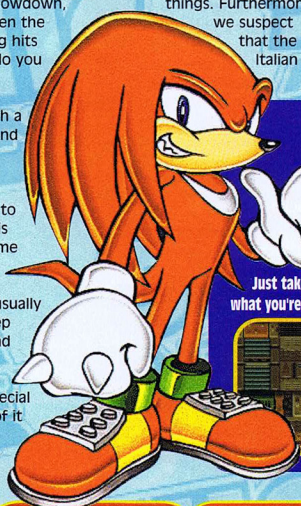
Beat the Boss

As with most Sonic games, you have to beat a series of end-of-level characters on your way to the end. The evil Dr Robotnik is behind them all, as he continues his ongoing quest to wipe you off the face of the planet. The bosses are incredibly varied, and take different skills and approaches to try and beat.

Just take a look at the screenshots and see what you're up against!



Not the hedgehog's finest hour.



**XTREME
RATING**

Uppers

- + Fast, furious fun.
- + Devilishly addictive.
- + Fantastic multiplayer mode.

Downers

- A little too easy?

Summary

A superb game that's well worth the cash. Whether you choose this or Mario Advance 2, you can't really go wrong.



93%



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: SCI
TYPE: ACTION GAME
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

THUNDERBIRDS INTERNATIONAL RESCUE



5... 4... 3... bah, forget it. Jamie finds out if *Thunderbirds International Rescue* is just another poor TV cross-over...

I've never really understood the fascination with *Thunderbirds*. What's so great about wooden puppets and even more wooden plot lines? No matter what I think, though, *Thunderbirds* is still as popular today as it was when it first hit our screens, but can the series spawn a videogame that is F-A-B?

Thunderbirds International Rescue is made up of a whopping eight different game modes, one for each Thunderbirds vehicle and one platform mode. Each game is pretty basic, so it's the sum of

the different games that make up the title.

F-A-B...

The game for TB1 is a side scrolling shoot-'em-up where

you have two weapons, a forward-firing gun for air enemies and an infinite payload of bombs for destroying ground targets. This is a good start and is classic shoot-'em-up fun in the Scramble mould. Onto TB2 and it's a top-down shoot-'em-up with a big emphasis on rescuing people on the ground. This game is much

more tactical and feels a bit like *Desert Strike*.

TB3 is involved in a space shooter viewed from the back that takes some getting used to as it can be tough to judge where objects are as they come toward you. TB4 is the sub, and has a game mode similar to TB1 but with more freedom of movement. Then it's onto FAB1 and FAB2; Lady Penelope's car and boat. These are really the same game mode with different graphics, being vertical-scrolling shooters that play a lot like the classic *Spy Hunter*.

The mole is the last vehicle game mode, giving you full 360-degree movement and a natty infra-red device for seeing through rock. Lastly, there's the on-foot platform game mode which, once again, is a pretty basic shoot-'em-up. Older gamers will immediately recognise many of the game modes as clones of popular early arcade titles. With average graphics and sound, *Thunderbirds International Rescue* is a reasonable game that manages to keep you playing by switching the game modes often. If you're a fan of *Thunderbirds* you'll love it and there is enough diversity here to interest other gamers too. Especially worth a look if you like shoot-'em-ups.

Jamie Wilks

Fan-tastic!



This is a game squarely aimed at *Thunderbirds* fans, with a natty facts database accessible from the main menu. Here you can check out details on all the vehicles and characters from the series, and also some background on each of the levels in the game.



Solid shoot-'em-up fun.



Damn contact lenses...

Uppers

- + Eight different game modes.
- + Classic arcade action.
- + Good longevity.

Downers

- Basic gameplay.
- Annoying music.
- Utterly unoriginal.

Summary

A reasonable game that cobbles together several classic arcade games and wraps them in a dodgy plot. Unoriginal but fun.



Painter

MEGA VALUE TITLE FOR GAME BOY® COLOR
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88%
GBX
Magazine

r.r.p.
£14.99

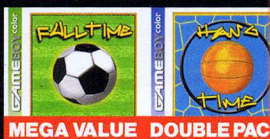
ARE YOU FAST ENOUGH?

Painter is a speeding, arcade-style puzzle with colourful graphics and 20 massive side-scrolling levels.

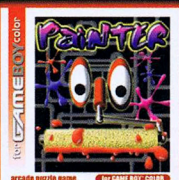
The underground water pipes of "Drip City" are in urgent need of a fresh coat of paint. Several vile nasty creatures hell bent on destruction and wreaking havoc in the cities.

It is imperative that you work quickly and efficiently to ensure the city's safe. God speed, young painter!


Rocket Games



MEGA VALUE DOUBLE PAC



MEGA VALUE DOUBLE PACK



Available from all good games retailers including **HMV** and **GAME** or buy online at www.codejunkies.com

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GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✓	✗	✗



Be careful that you don't create too many big eggs at once as they quickly fill your screen.



DAMAGE: £34.99
ON SALE: 22ND FEBRUARY 2002
WHO: SWING! ENTERTAINMENT
TYPE: PUZZLE GAME
NO OF PLAYERS: 1-4
SAVE SYSTEM: BATTERY BACK-UP

TINY TOONS WACKY STACKERS



It's certainly wacky and involves stacking, but what have eggs got to do with it? Jamie scratches his head at

Tiny Toons Wacky Stackers...

The GBA is going Tetris-clone bonkers over the next month or so, with *Tiny Toons Wacky Stackers* being one of several puzzle titles lining up to duke it out. The basic idea of the game is simple and familiar to anyone who has played any game of the genre: groups of coloured blocks fall from the top of the screen, in this case pairs of eggs. You can rotate the eggs before you place them at the bottom of the screen. The idea is to join up groups of four blocks of the same colour, at which point they disappear and points are scored. In *Wacky Stackers*, creating a square two-by-two block of the same colour transforms those eggs into one big egg. When this egg is burst, by setting off a chain reaction adjacent to it, you're awarded a Tiny Toons coin.

Eggy Overload!



Daffy takes the heat off!

When the going gets tough, the tiny toons get wacky. The key to all the game modes is how you use your coins; spending the right amount of coins on the right special at the right time can make the difference between success and failure. My advice is if in doubt, get the coins out!

These are used in a variety of ways.

Toon Army

In the single-player Survival Mode, a straightforward game can last forever as long as you keep scoring points. The coins can be used to buy special moves from Tiny Toons characters. These range



from Taz's whirlwind to sweep off your bottom two rows, to Daffy's hose pipe that washes away two-thirds of your eggs. The coins also have the same effect in the Puzzle Mode, a challenge where you only get a small fixed number of blocks to clear your screen. In the Vs Computer and Multiplayer Modes, more coins can be held at once, allowing

you to buy even better special moves that hamper your opponent(s). *Tiny Toons Wacky Stackers* is a fun game with good presentation. There's plenty on offer here, with four different game modes. The graphics are bright and colourful, the sound is snappy and the music is really excellent. Bouncy tunes bop away in the background as you play, and they change subtly to match

the on screen action. However, whilst this is a game that's fun, it's not massively challenging and doesn't bring anything new to the genre. Still worth a look though.

Jamie Wilks



Bust them big eggs!



Uppers

- + Fun to play.
- + Good presentation.
- + Wacky music!

Downers

- A bit easy.
- Unoriginal.

Summary

Tiny Toons Wacky Stackers is a decent title which is nicely playable, but it's not quite good enough for us to recommend. There are superior puzzle games around.



75%



DAMAGE: £34.99
ON SALE: FEBRUARY 2002
WHO: SWINSI ENTERTAINMENT
TYPE: PLATFORM GAME
NO OF PLAYERS: 1
SAVE SYSTEM: NONE

THE FLINTSTONES: Big Trouble In Bedrock

Ever since they made two awful Flintstones movies, Simon's love of Bedrock antics has been in serious decline. And this game isn't going to buck the trend...

In an era of increasingly sophisticated storylines, it brings us down to earth every now and then to find the standard videogame cop-out – the old kidnapping chestnut. In this case, Dr Sinister clearly thought Barney Rubble was important enough to snaffle, leaving Fred to bound through a run-of-the-mill platform game to try and find him. Ho hum. Things kick off promisingly, with the bright, attractive graphics capturing the mood of

the source material well, and the simple controls allowing you to get straight into the action. You walk around Bedrock, avoiding the various nasties, quickly locating a club with which to beat them. Then it's on to beat the bevy of levels, revealed via a slowly-opened map which appears between stages.

Yabba-Dabba-Don't

Sadly, whilst the game is quite good fun to

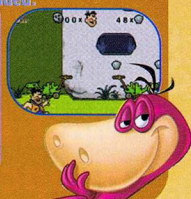
play, there are some basic mistakes that cost it dear. Chief amongst these is the fact that at times, it's simply unfair. You make a jump or wander onto an unseen part of the screen, and are instantly killed by something you have no chance in the world of avoiding, aside from blind luck. This also makes the game quite hard, arguably alienating part of its young target audience. It's not helped by a virtually non-existent learning curve, which throws you in at the deep end from Level One, and whilst experienced gamers may be able to find their feet, others may have

Armed and Dangerous

There are several ways to get rid of the baddies in the game. The traditional way of jumping on them works, but there are one or two items you can pick up to help with your attacks. The club is crude and to the point, whereas the bowling balls can be used to see off pesky paperboys who insist on hurling their stone-based publications at your head.



In retrospect, jumping now wasn't necessarily a good idea.



difficulty. And so we're left with a decent enough platform game, which captures some of the essence of the cartoon, but is ultimately lumbered with too many flaws to be overly enjoyable. And let's face it, if you're in the market for a platform game, your attention is rightly drawn to the impending return of that fat

Italian plumber...
Simon Brew

Get used to this screen. You'll see it a lot.



Uppers

- + The graphics.
- + Easy to get to grips with.

Downers

- Unfair.
- Too hard.

Summary

Yet another by-the-numbers licensed game. Whilst we may have been a little more welcoming in the early days of the GBA, it's now becoming a little too tiresome.



54%



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: UBISOFT
TYPE: ACTION ADVENTURE
NO. OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

TOM & JERRY: The Magic Ring

John gets involved in some classic cartoon capers on the Advance...



Under taps is not the best place to put electrical sockets...

I'm sure that if you speak to any doctor or nurse who works in a casualty department, they'll have plenty of stories about the things people manage to get parts of themselves stuck in, or things they've managed to get stuck on their parts. Alas, Jerry the mouse is no exception to this and has managed to get a ring stuck on his head. Tom would usually laugh and belt him over the head with a poker or something, but now he's faced with a problem. The ring in question belongs to his master and is a prized magical ring.

In *Tom & Jerry: The Magical Ring* you're given the choice of who to play. You can take control of escapee Jerry as he desperately tries to find a way of removing the ring, or as

hunter Tom, who is desperate to retrieve the ring before his master finds it's missing.

Cat Capers

There are eight levels for you to battle across, and various cartoon-style weapons to use to fend off the opposition. Gameplay is similar to the cartoons, and takes place at a fast pace as you run and jump around trying to avoid the bad guys. Sometimes I felt there were too many bad guys on the screen at once, and trying to ward them all off was too difficult.

The developers of *The Magic Ring* are either great fans of

Most Accidents Happen in the Home



There's a good selection of cartoon weapons available in the game. There are eggs to throw and bottles to chuck, as well as plenty of blunt objects to lamp the opposition with, such as planks of wood, which is surely cartoon sadist's favourite!



Pah. Lucky mouse. Last time I threw a bottle I got arrested.

Tom and Jerry or they have done their research well, as the game nicely captures the look and feel of the cartoons. The weapons are straight out of Tom & Jerry-land too – spades, eggs, planks of wood. A strong supporting cast is featured in the game as well, so you can expect to bump into characters like Spike, Tyke and Butch the Bulldog to name a few.

Despite its good looks and presentation, the gameplay doesn't fare so well. The madcap running, jumping and smacking is good fun for a short while, but it quickly becomes repetitive and sadly it's not long before you realise the game offers little in the way of variety.

John Hagerty

**XTREME
RATING**

Uppers

- + Looks good.
- + Well animated.

Downers

- Too many bad guys on screen at once.
- Lacking variety.

Summary

It ain't bad, but there's nothing you haven't seen before. For completists and the rich only.



59%

GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✓	✗	✗



Jumping on enemies is more effective than attacking them.



REVIEWS



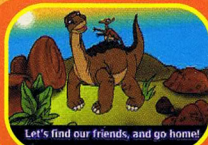
DAMAGE: TBA
ON SALE: FEBRUARY 2002
WHO: SWING! ENTERTAINMENT
TYPE: PLATFORM GAME
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

THE LAND BEFORE TIME

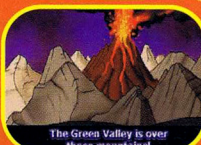
Not being quite as old as a dinosaur doesn't stop John giving *The Land Before Time* a go...



This bloke should be in the Olympic diving team...



Let's find our friends, and go home!



The Green Valley is over those mountains!

Disaster has struck, as Michael Burke would say on 999. Whilst exploring a cave on the edge of the Great Valley, dinosaur friends Littlefoot, Cera, Spike, Ducky & Petrie find themselves trapped by a rock fall. It gets worse when they find the monstrous Sharptooth having a nap in the cave. In

their panic to escape, the pals find themselves separated. Cera is trapped in the hot desert by a Scorposaurus, Spike is stranded on an island by the Sharptooth whilst Ducky is lost in the caves. It's time for Petrie and Littlefoot to save their friends! You take control of the friends as they battle to save each other across the five different levels; Dusty No-Green, Smelly Mud, Tall Stones, The Dark Place and Burning Mountain. Although the basic controls for the dinosaurs are the same, they all have their special moves and characteristics. The special moves aren't on the same level as *Street Fighter* or anything, but they certainly keep things fresh.

Lizard Laughs

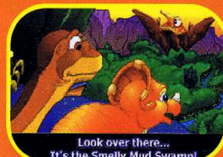
The gameplay is standard platform stuff – run, jump and flatten the bad guys whilst collecting things on your way. It's clear from the subject that the game is aimed at the younger audience, something also reflected in the game. The basic controls are quite simple and shouldn't confuse the little tykes, but there are some more complicated attack movements that have

been added. My gripe with this game is the restart position when you die. It always seems to be at the start of the level or halfway through. And as enemies don't regenerate, there's nothing to collect or bad guys to beat in the areas you've already explored. It

feels pretty pointless having to run and jump your way back to where you started.

The Land Before Time isn't a bad game by any means, but it could be a better one. Younger gamers and fans of the film will enjoy it, but it's nothing special and experienced gamers will almost certainly find it dull after a while.

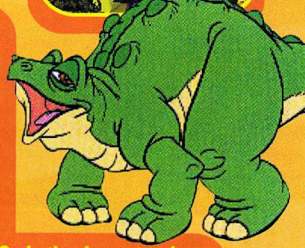
John Hargarty



Look over there... It's the Smelly Mud Swamp!



Where has everyone gone?



Ouch, that has got to hurt.

A Walk in the Jurassic Park...



Oh no!... It's Sharptooth!

There's a whole host of dino-nasties to get past on your journey. There are stinging scorpions, vicious purple things and pterodactyls, which are the last thing you want to bump into when you're trying to jump a canyon!



Uppers

- + Decent gameplay.
- + Okay graphics.

Downers

- A bit too timid.
- Restart positions should have been used.

Summary

Above average, and it'll keep the youngsters amused for a while, but there are better titles out there.



72%



DAMAGE:£34.99
ON SALE:22ND FEBRUARY
WHO:MIDWAY
TYPE:BEAT-'EM-UP
NO OF PLAYERS:1-2
SAVE SYSTEM:BATTERY BACK-UP

MORTAL Kombat Advance

New and improved, or old and stale? Jamie has a look at *Mortal Kombat Advance*...



It's now ten years since Midway's *Mortal Kombat* first hit the arcades, way back in 1992. At the time, its motion-captured graphics were pretty-much state of the art. 1990's *Pit Fighter* being the only previous title to use motion capture on a large scale. Over the years, several versions of *Mortal Kombat* have been released on just about every platform, so it's no surprise the GBA gets a version. But has the game really moved on enough to be a top-quality GBA title, or is it just old hat? Before I go any further I must confess I'm a big *Street Fighter* fan.



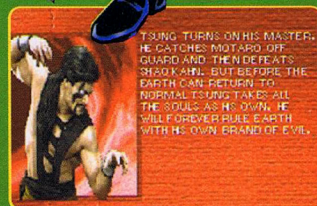
Liu Kang's powerful BO attack...

That's the game that really started the whole one-on-one fighting genre. In *Super Street Fighter II Turbo Revival*, the GBA already has a very good one-on-one fighter, and any other game in the genre must be something special to top it. If you're already a dedicated fan of *Mortal*

Kombat, you'll most likely go out and buy *Mortal Kombat Advance* regardless of what any reviewer thinks, but if you're not, read on...

Fatality...

Mortal Kombat is different from other fighting games in several ways. First off, it's the only fighting game (that I can think of anyway) that uses taps on the D-pad as well as buttons to execute its special moves. It's most unlike the *Street Fighter* smooth motion method, or the *Tekken* button combo technique. This makes the game very well suited to the GBA and its small D-pad. Second, it uses a button to block attacks rather than the hold-away-from-your-opponent method that most fighters use. Lastly, when you win a fight you get a few seconds to perform cool finishing moves on your opponent. These three things, as well as its other unusual characteristics like a button to charge your opponent and high/low attacks rather than weak/heavy or left/right, make it a very unique fighter that most people either love or hate.



TSUNG TURNS ON HIS MASTER. HE CATCHES MOTARO OFF GUARD AND THEN DEFEATS SHANG TSUNG. BUT BEFORE THE FIGHT CAN RETURN TO NORMAL TSUNG TAKES ALL THE SOULS AS HIS OWN. HE STILL FORDOMS RULE EARTH WITH HIS OWN BRAND OF EVIL.



Stryker has a blast with old Scorp!



Finish Him!

Simply defeating your opponent in *MKA* isn't enough. Oh no. You get the opportunity to kill your opponent too! Fatality moves are very tough to discover, but if you're the bloodthirsty sort, they're worth it. Or you can just make friends with those you defeat - don't ask me why.





If you're struggling to land a hit on an opponent, wait for him to attack and then counter.

REVIEWS

KOMBAT



Mortal Kombat Advance offers three different game modes; the standard single-player Tournament Mode where you must defeat a series of opponents to finish the game, a two player link-up Vs Mode and a rather natty Two Players Vs Two Computer Opponents Mode. The single-player mode has a range of five difficulty levels from very easy right through to very hard, and four different tournament routes from Novice to Grand Master. The difficulty levels alter how skilled your opponents are, whereas the different tournament routes control how many opponents you have to face.

Friendship...

Mortal Kombat Advance is not a game you can easily pick up and play. At the easiest levels there are a few sneaky

techniques you can employ to beat opponents, but once you get anywhere near a respectable difficulty level, things become really tough. Learning just a few special moves and a few basic combos doesn't cut the mustard. Things aren't made any easier by how aggressive many opponents are; it's kind of difficult to work out how to fight properly when you have to stand there blocking whilst your enemy throws everything but the kitchen sink at you. Yet whilst *Mortal Kombat Advance* is difficult, it's also frustratingly addictive. I warn you now, the first time you face Motaro you're in serious danger of destroying your GBA in a fit of rage as you lose over and over again to the seemingly-invincible sub-boss. I'm teetering on the brink of calling MKA fun to

play, but that doesn't seem an adequate description. Playing it's a bit like getting into a play fight with a mate that ends up going to far, yet neither side will back down despite the fact you're laughing and crying at the same time. It's, er, painfully fun.

Jamie Wilks



Mortal Movies!

Mortal Kombat's success has spawned not one but two Hollywood movies, with rumours of a third on the way. There's also a *Mortal Kombat* TV show, so you can watch Sub Zero bash heads on a weekly basis. He's the coolest Komatant, don't you know.



That's gotta hurt!

Eenie-Meanie-Minie-Mo

Mortal Kombat Advance includes a whopping 23 characters selectable from the start, plus many of those hidden characters the series is so well known for.



XTREME RATING

Uppers

- + Loads fighters.
- + Damn addictive.
- + Two link-up modes.

Downers

- Pretty tough.
- Frustrating.
- Gets a bit samey.

Summary

A top-quality title with very unique gameplay. If you like *Mortal Kombat* you'll love it, but if you don't then there's not much new here to win you over.



82%

REVIEWS

GBX

39



DAMAGE:£34.99
ON SALE:FEBRUARY 2002
WHO:SWING! ENTERTAINMENT
TYPE:PLATFORM GAME
NO OF PLAYERS:1
SAVE SYSTEM:PASSWORD

AN AMERICAN TAIL: FIEVEL'S GOLD RUSH



There's gold in them thar hills! John goes hunting for it, with *Fievel's Gold Rush*

The rats at the docks are so big they can chuck barrels at you.

I'm usually wary of film-licensed games. Trying to weave characters and storylines into a game doesn't always work, so I was a bit hesitant when I first saw *Fievel's Gold Rush*.

Fievel the mouse has been given a piece of a map by a friend, Wylie

Burp, whose gold mine is under threat from the evil Cat Malone (as opposed to the lovely Cat Deeley). So it's up to Fievel to get the other pieces of the map together and find Wylie so he can help him.

During the course of the game, you must battle from New York to Wylie's mine, fighting through places like sewers, rivers and moving trains. There's a whole host of bad guys, like barrel-chucking rats, spiders and mouse Indians! The gameplay is nothing new. It's a case of collecting gold bars, avoiding the bad guys and getting to the exit. Your score depends on how much gold you collect, but you don't have to collect all



the gold to move on to the next level, which I think is a nice touch.

gamer. It's not very difficult, and the restart points are never far from where you died. In saying that, this doesn't stop it being an

enjoyable game to play. More experienced gamers may find it a little on the easy side, but it's still great fun.

John Hagerly

Hats Off to Fievel...

The graphics are what you would expect in a decent platform game. The locations look good, the characters are well animated and the game plays well. The most fun part is Fievel's weapon, a sort of boomerang hat! Throw it at a bad guy and it stuns them, and if it misses, it usually comes back. For extra points, you can also finish off the evil ones by jumping on their heads instead.

I suspect that given the film this is based on, *Fievel's Gold Rush* is aimed at the younger

Return of the Hat...



Having a hat as a weapon is certainly a bit more original than your average kick or punch. Although there's a bit of delay between you pressing the button and the hat being thrown, it makes a good weapon. If you jump, you can also change the course of the hat.



**Xtreme
Rating**

Uppers

- + Nice graphics.
- + Good locations.

Downers

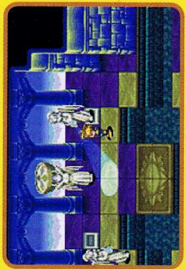
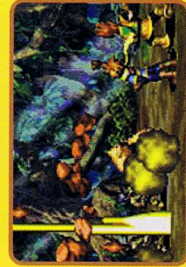
- A little too easy for us old 'uns.

Summary

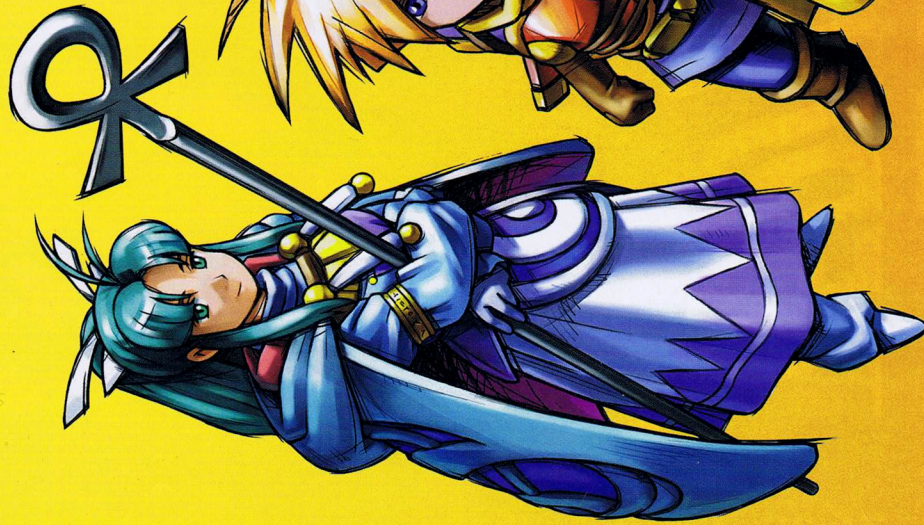
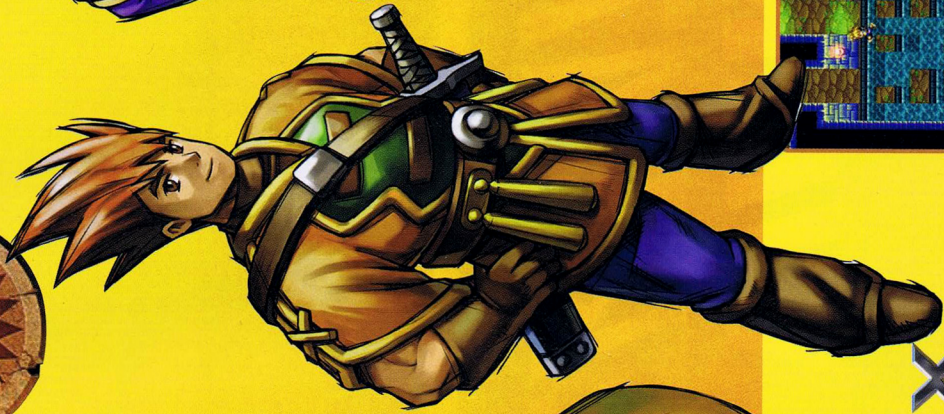
A simple but very enjoyable platformer which is ideal for the little 'uns.



86%

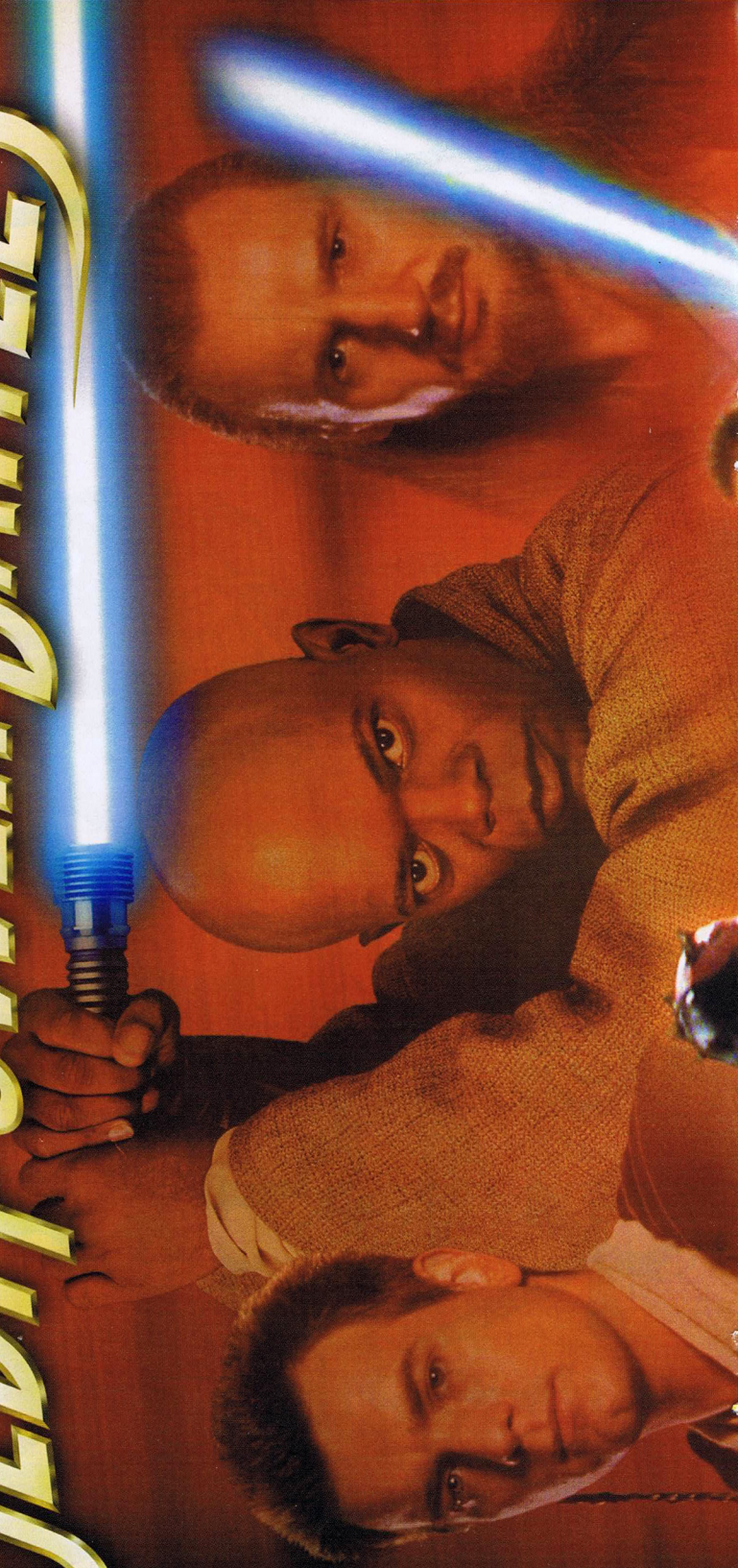


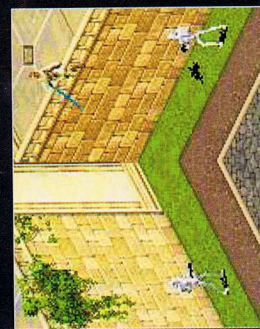
GBX



Golden Sun

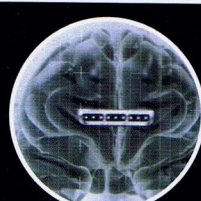
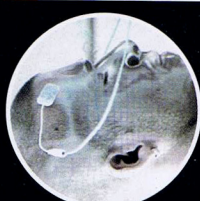
STAR WARS JEDI POWER BATTLES





GBA X

GBX



DAVID
BECKHAM
SOCCER





GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✓	✓	✗



If you can't see where you're jumping to, lines of lums usually indicate a platform underneath



DAMAGE: £24.99
ON SALE: EASTER 2002
WHO: JUBI SOFT
TYPE: PLATFORM GAME
NO. OF PLAYERS: 1
SAVE SYSTEM: BATTERY BACK-UP

RAYMAN 2 Forever



The dynamic dude with attitude is back, but can his Color creation match his amazing Advance action? Ian goes out on a limb...



The hovering hoop swings are familiar to all Rayman fans...



starts out with all the skills he needs, such as punching, hanging on the edge of platforms and spinning his hair like a helicopter to hover in mid-air. Rayman games usually award these skills one

how to get there, but chances are as you move through the level you've already had a sneak peek of what's ahead - forethought and forward planning is what it takes. Although tricky in places, it never reaches the insane difficulty levels of certain other Rayman games. After you've progressed through a few levels, though, the game's main malfunction comes to light. The baddies have all

by one at the end of each level.

On a Limb...

Rayman is a very well designed game. The levels are large without being never-ending, challenging without being frustrating and varied without being inconsistent. You often have to think about where to go next and

Rayman even looks cool when he's just hanging around!



up and down with near-clockwork regularity. There are no end-of-level baddies to bash either. Even without the bad guys, the intelligent platform-pounding action makes Rayman 2 a neat game. It's nothing new, but the quality's there. And that's the main thing...

Ian Osborne

Bonus Stages

Find a red swirly spot and you can access one of the game's seven bonus stages. Here you must gather ten of those grey chappies within a given time limit. Succeed and you get a bonus life. You can retry the bonus stage as many times as you like, but can only win one bonus life.



gone on an extended vacation! Well, maybe not all of them, but enemies in this game are rarer than a thirty-something in a boy band. And the ones that are there are the mobile hazard-type baddies that just march from left to right or jump



Uppers

- + Looks good.
- + Plays good.
- + Is good.

Downers

- Where are the baddies?

Summary

Not a top-notch classic, but a worthy winner that deserves serious attention.



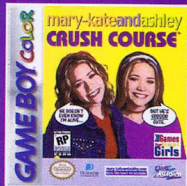
84%



Mary-Kate and Ashley: Crush Course

A game aimed solely at girls? Only girls with no taste whatsoever, reckons Simon...

This is one of the mini-games. And it barely gets better than this.



DAMAGE: £24.99
ON SALE: OUT NOW
WHO: ACCLAIM ENTERTAINMENT
TYPE: BOARD GAME
NO OF PLAYERS: 1-2
SAVE SYSTEM: BATTERY BACK-UP

Confession time. I'm not a girl. So when Mary-Kate and Ashley, two sickly-sweet American teenagers, come plastered on a game marked 'Real Games For Real Girls', you'll understand if I choose not to get in touch with my feminine

side. Instead, I'll give it to you straight. For, contrary to popular belief, I am still human and I can smell a bad game like a fart in a car. And this is a bad game.

It's effectively a series of sub-games tenuously strung together through an uninteresting boardgame, with you attempting to retrieve a note from someone who fancies you. The sub-games in themselves are passable, but by the time you've raced

round the locker room for the tenth time, you're sick to death of it. Games for girls? Games for those who delight in shelves full of mediocre carts, more like.

Simon Brew



Yippee! The computer has thrown me a five, with no intervention or skill required at all on my part!

XTREME RATING

Uppers

- + Nice idea.
- + Multiplayer Mode helps.

Downers

- Boring.
- Don't have much to do.
- Messy graphics.

Summary

Ladies - stick to Mario like the rest of us, and leave this repetitive tosh on the shelf.



33%

Erm - well, it's not really the sort of thing you can write tips for, is it?



DAMAGE: £24.99
ON SALE: EARLY 2002
WHO: UBI SOFT
TYPE: PDA
NO OF PLAYERS: 1
SAVE SYSTEM: BATTERY BACK-UP

It does exactly what it says on the box. It's a personal digital assistant with an ET theme. Use it to store contact information,

ET the Extra Terrestrial: Digital Companion

Can ET keep your records in order as well as phoning home?

make lists of things to do; you get the drift. There's a built-in calendar, and also five games, including a Tamagotchi-style virtual pet called Floppopple. And it's password-protected too. And compatible with the Game Boy printer.

It's nicely presented (aside from having to answer endless questions when you

first switch it on), but the games aren't particularly exciting. The serious functions are all available on the World Port, and that has e-mail too. Considering you can get the World Port for the same price (and cheaper, if you shop around), what's the point of even considering this?

Ian Osborne



The bike race, one of the mini-games.

XTREME RATING

Uppers

- + It does everything it claims to do.

Downers

- Treads fine line between entertainment and serious application.

Summary

The ET Digital Companion falls between two stools. It's not got much to offer the gamer, and lacks the serious wellie of the World Port.



56%

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If you're having trouble jumping forwards (as opposed to upwards), press 'A' and then 'Forwards' in rapid succession.



DAMAGE: £24.99
ON SALE: OUT NOW
WHO: UBI SOFT
TYPE: ACTION ADVENTURE
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

Planet of the Apes

The apes are back, but will they make a monkey out of the Color?

enemies that walk around like they suffer from an obsessive compulsive disorder. It's just not as bad as the Advance version.

Perhaps it's because expectations are lower on the Color, or maybe because the programmers are more used to the older machine, but overall the gameplay seems tighter here. While the too-clever-by-half animation sometimes makes the controls seem awkward, they never reach the levels of frustration that cursed the GBA game. The sudden

deaths are annoying, but they don't make you scream in frustration, and the dumb foes – well, I guess were more used to them on the Color.

There's nothing special about Planet of the Apes on the GBC. It has all the flaws that cursed the Advance version, but fortunately they don't curse this one quite as much.

lan Osborne



He'd make a great fireside rug...



He was too stupid to live anyway.



Uppers

+ Better than the Advance version...

Downers

- ...But shares many of its flaws.

Summary

Better programming makes this the superior Planet of the Apes game, but there's better out there (most notably Tomb Raider).



46%



ISSUE 16

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Before using a power, walk around and take a look at the level. Forward planning is everything here.



DAMAGE: £24.99
ON SALE: MARCH 2002
WHO: UBI SOFT
TYPE: ARCADE ADVENTURE
NO OF PLAYERS: 1
SAVE SYSTEM: BATTERY BACK-UP

ET THE EXTRA TERRESTRIAL: Escape from Planet Earth



Can you help ET phone home? And do you want to? Ian extends a glowing finger towards the extra terrestrial's latest game...

Can it really be 20 years since the pug-faced alien first crash-landed onto our cinema screens? The saccharine-sweet kids that helped him contact his rescue craft have probably got kids of their own by now, so a whole new generation can wonder why his space ship looked like a hi-tech tennis ball. And we can all get in on the action with this cool ET game too... The aim of the game is to build a communicator so ET can send a distress signal to

his buddies (remember the 'ET phone home' catchphrase?). To collect the bits and pieces you need for this celestial walkie-talkie you must search six environments, with ten levels in each. Sub-quests reveal hidden items which can be traded later. You get to play as Elliott or ET, and in some stages, you switch between the two. At all times, though, look out for the FBI and other shadowy government agencies who are out to get you.

Radical Thought...



This is the first stage where ET and Elliott team up. First, use Elliott to stop yourself sliding off the ice, so you can collect the Freeze power. Then use it to cross the narrow areas of green ooze. Freeze the wrong bit of goo and the level becomes insoluble - press Start to retry.

Beee Gooooood...

Fans of the old Atari outing *Chip's Challenge* will feel right at home here. ET can collect several single-use powers as he goes, eg. Freeze to solidify water or goo. These must be used in exactly the right place if you're to solve a bite-sized stage - there's only one way to skin

a cat in this game. Elliott can't use these powers, but he can jump over small objects. Combining the talents of our intrepid heroes is essential. The environments present their own obstacles, eg. ice patches you can slide over, but you can't stop or change direction on the ice.



Overall, *ET The Extra Terrestrial: Escape from Planet Earth* (what a stupidly-long title) is a good game. The puzzle levels are bite-sized, and although they start easy and the skills curve is gentle, they soon have you scratching your head. They get samey after a while, though - this is a game to pick up and put down rather than hammer your way through in one solid four-hour session. That said, you'll keep coming back to it time and again - you just have to get that little bit further. On the negative side, the graphics are colourful but shoddy (ET looks like a wobbly turd, but then he did in the film too), and when facing foes, the collision detection isn't always spot-on. This hardly kills the game - the graphics aren't that important anyway, and you can live with the collision detection. In fact, it's ideal for the more cerebral gamer.

Ian Osborne



Use the freeze power to cross the river.



...With every purchase?



Xtreme Rating

Uppers

- + Makes you think.
- + Long-lasting.
- + Bite-sized levels.

Downers

- Wonky graphics.
- Collision detection poor.

Summary

This is a game for the more thoughtful gamer. Imagine a *Zelda* title without the combat, and you're on the right track...



80%



DAMAGE: £34.99
ON SALE: FEBRUARY 2002
WHO: THQ
TYPE: PLATFORM GAME
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

MONSTERS, INC.

Aaaaaaggggh, these monsters are everywhere. Oli goes in again. Let's hope he doesn't run away screaming this time...

Now let let this be a lesson to all games publishers out there – just 'cause you're releasing on a spanking-new handheld with top-notch specs doesn't mean you can

release a load of rubbish an expect it to work. *Monsters, Inc.* on the GBA is, to put it delicately, a stinking pile of turd, despite the colourful cartoon graphics and, er, wide-screen format gameplay. *Monsters, Inc.* on the GBC, though, is an enjoyable platform romp with several good ideas, despite looking like the dog's backside that produced its GBA cousin. This game follows the story of the film, and so there's a bit more point to it than just collecting the same things in each level, and much more variety too. Playing both Sulley (the big blue/green hairy one) and Mike (the little green one), you start off doing your day job of scaring children, but then have to deal with Boo, the little kid who escapes into the monsters' world, Monstropolis.

That's not a fairy cake on his back, it's a kid dressed as a monster.

Scare for your Supper

Monstropolis, it seems, is powered by the energy given off by screaming children, and Sulley (the big blue hairy thing) is especially good at scaring children. Strange, that.

Growwwwl...

The levels feature the streets of Monstropolis, the Monsters, Inc factory and beyond, but all of them follow a general platform feel. In most you can switch between Sulley and Mike at will, and both are handy, with Sulley's ability to charge down doors and push objects and Mike's double-jump. This character-changing lark is becoming quite a standard feature in platformers these days, but it does add an extra element to the gameplay, so all the better. Certainly *Monsters, Inc.* plays well, with fluid platform action that remains interesting as the game goes on.

Unfortunately, it looks awful, especially the hand-drawn stills between levels, which are quite obviously hand-drawn. The in-game graphics often feature a rather appalling combination of blue, purple and green, and the overall effect is to remind you why they brought out the GBA. Despite that, though, this game still blows its GBA version out of the water. Simple playability is what this game has, and what the other totally lacks – and in the end, it makes all the difference.

Oliver Lan



IDEAL MONSTER...

Some of these graphics are just... Incredible.



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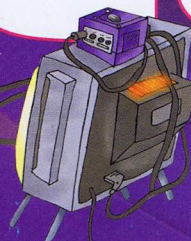
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*Example cheat only - please note that game save cheats will vary depending on the individual game.

The road to the GameCube...

CUBE

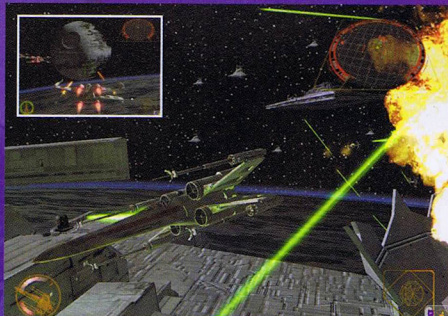


Hey readers! I've been playing the Japanese and American versions of the GameCube, and they're really smart! There's some great games on the way when it finally gets launched in the Spring over here. We ain't gonna review 'em on import this soon before they're out (and yes, we find it frustrating that the Brits have to wait so long too), but I'm just itching to tell you about what's on the way. One thing that won't be released over here, in the Spring or otherwise, is the Panasonic GameCube nicknamed 'Q'. Pity - it looks kewl, as you can see from the pics on this page. Oh well - at least we're getting 'the Cube...'

Sakura

STAR WARS ROGUE LEADER: ROGUE SQUADRON II

Well, you can't fault the graphics, that's for sure. *Star Wars Rogue Leader: Rogue Squadron II* showcases the stunning technological capabilities of Nintendo GameCube, and includes crisp movie-like visuals that complement the intense action arcade experience with eye-popping detail such as a decaying Podracing track and Jabba the Hutt's palace. *Star Wars Rogue Leader: Rogue Squadron II* features 11 air-to-ground and air-to-air mission scenarios over planets and in space



including the perilous Death Star trench run and the legendary battle on the ice planet Hoth. It also includes numerous bonus missions to unlock by completing various goals throughout the game.

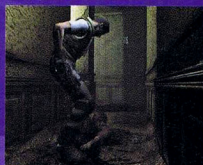
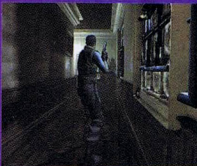
"*Star Wars Rogue Leader: Rogue Squadron II* pushes Nintendo GameCube to its limits", says Tom Byron, director of product marketing for LucasArts. "The incredible graphics, tight controls, and intense game play make *Star Wars Rogue Leader: Rogue Squadron II* the closest thing to 'playing the movie' that LucasArts has ever achieved". Judging by the import version, he might just be right.



RESIDENT EVIL

There was a time when Nintendo wouldn't let developers spray their games with buckets of blood. All violence had to be sanitised. For example, *Mortal Kombat* was toned down on the SNES, with the blood coloured to look like sweat and the fatalities removed at the last minute (you could get them back with Datel's Action Replay for the SNES, though!). How times change! Capcom is currently working on a GameCube

version of the splatterpunk horror saga *Resident Evil*, which gets a Japanese release in the Spring. The storyline hasn't yet been revealed, but it's completely new - no lazy rehash here. It's bound to involve the Umbrella Corporation, the T virus and several STARS operatives. The graphics look seriously moody, capturing the survival horror of the series perfectly. We can't wait to get our hands on it!





Route

THE PANASONIC GAMECUBE

Panasonic has bought the rights to release its own version of the GameCube, known as the 'Q'. It's bigger than the Nintendo Cube, weighs twice as much and boasts a shiny silver casing. So why the extra weight and size? Well, unlike

the standard GameCube, the Panasonic model can play DVDs, audio CDs, VCDs, CD-Rs and DVD-Rs as well as standard GameCube game discs! It comes bundled with a remote control as well as a standard hand controller too.

The Panasonic GameCube (or 'Q' – why did they call



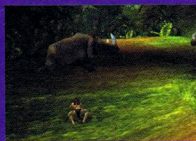
it such a stupid name?) is already available in Japan, but the company has 'no plans' to release it here or in the States. Shame on them!



TARZAN FREERIDE

This guy gets around. From the chilling books by Edgar Rice Burroughs to the feel-good cartoons, Tarzan crops up everywhere. Including the GameCube. In his new 3D adventure, Tarzan, the legendary lord

of the jungle, must use his survival instincts and agility to outwit and outmanoeuvre foes. Featuring the return of Tarzan, Jane, Terk and many others, *Freeride* is a brand new adventure that



takes place where the animated film left off. Explore new areas such as the swamp and the Elephant Graveyard in 15 extreme levels of wild and winding action to quicken the senses and stimulate the mind. Sounds exciting...



TDK FOR GC

TDK is to bring three of its most popular game series onto the Cube. By next Summer, we can expect *Shrek*, *Robotech* and *Dinotopia*, with an unnamed fourth game to follow.

"Since its launch, GameCube has become one of the fastest-selling games systems", said Vincent Bitetti, chief executive officer of TDK Mediactive. "We currently have four titles in development, with more planned."



BANDAI WRESTLER ANNOUNCED

Bandai has announced its first GameCube title in Japan, a wrestler based on the company's own plastic figures range which is in turn based on manga flicks.



Kinniku Man Second Generation: New Heroes Versus Legendary Heroes lets you play as many of the saga's characters, or even create your own wrestler.

SURFIN' GC...

Activision is to bring its surfing franchise *Kelly Slater's Pro Surfer* to the Cube. The game's a 3D surfing sim where the gamer pulls off tricks and stunts to score - and yes, it does sound like a *Tony Hawk's* clone, but let's wait and see, shall we?



SUPER SMASH BROS SCORES

Influential Japanese magazine Famitsu scored *Super Smash Bros* at an impressive 37/40. The GBX crew thought it was one of the weaker titles on display at the Nintendo Show 2001, so maybe it improved in final playtesting?





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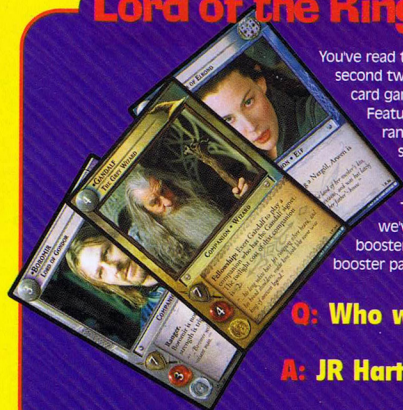
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Lord of the Rings Trading Card Game

COMPETITION



You've read the book, you've seen the film, now play the trading card game. It spans all three movies (the second two films are to be shown in 2002 and 2003), and its publisher promises it will be the best trading card game yet!

Featuring photos taken directly from the film, the starter pack consists of 60 cards and three randomly-chosen rare cards, with booster packs offering ten cards each. There's also a deluxe starter deck featuring a booster pack, 15 black glass tokens, ten red glass tokens, six coloured glass markers, rulebook and a collectors' card list as well as the 60 basic and three rare cards.

The starter deck costs £7.99 (deluxe version £13.99) and the booster packs are £2.99 each, but we've got a barrel-full to give away. One lucky winner will take home a deluxe starter deck, ten booster packs, an exclusive poster and a collectors album. Ten runners-up can bag a starter pack and a booster pack. To stand a chance of winning, just answer this simple question:

Q: Who wrote The Lord of the Rings?

A: JR Hartley

B: JR Ewing

C: JRR Tolkien

When you think you know the answer (if you don't, try the library), call our Competition Hotline and leave your FULL name and address.



Air Hog Firestormer



Everyone loves flying planes, and with the Air Hog Firestormer, you can have endless fun without the worry of running out of fuel. You see, it runs on thin air! It can fly distances of up to 90-100m (that's the length of a football pitch), and it's easy to power up - just connect it to the pump, then pump away.

The Air Hog Firestormer costs around £25, and is available from all good toy stores and several Internet sites.

Harry Potter Stunt Kite

Harry Potter flies through the air on more than just a broomstick. Thanks to Worlds Apart, he now flies a kite too! And what a kite it is. It's a genuine stunt kite with two control lines, meaning it can swoop, loop, spin, spiral and dive. It's easy to assemble, and comes complete with a tail. Also available are kites featuring Butt Ugly Martians, Bob the Builder, Monsters Inc, Tweenies and Winnie the Pooh.

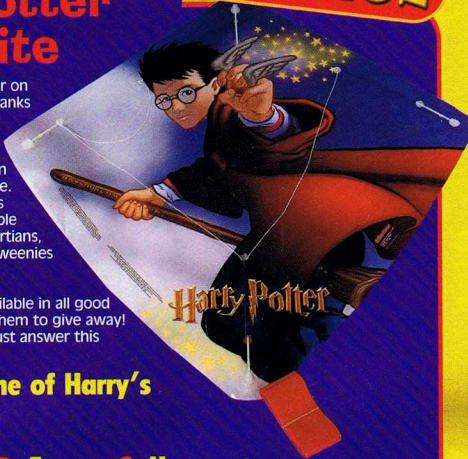
Harry Potter Stunt Kites are available in all good toyshops, but we've got 12 of them to give away! To stand a chance of winning, just answer this simple question:

Q: What's the name of Harry's school?

A: Grange Hill B: Eton C: Hogwarts

When you think you know the answer (and they don't call him 'Hogwarts' most famous pupil' for nothing), call our Competition Hotline and leave your FULL name and address.

COMPETITION



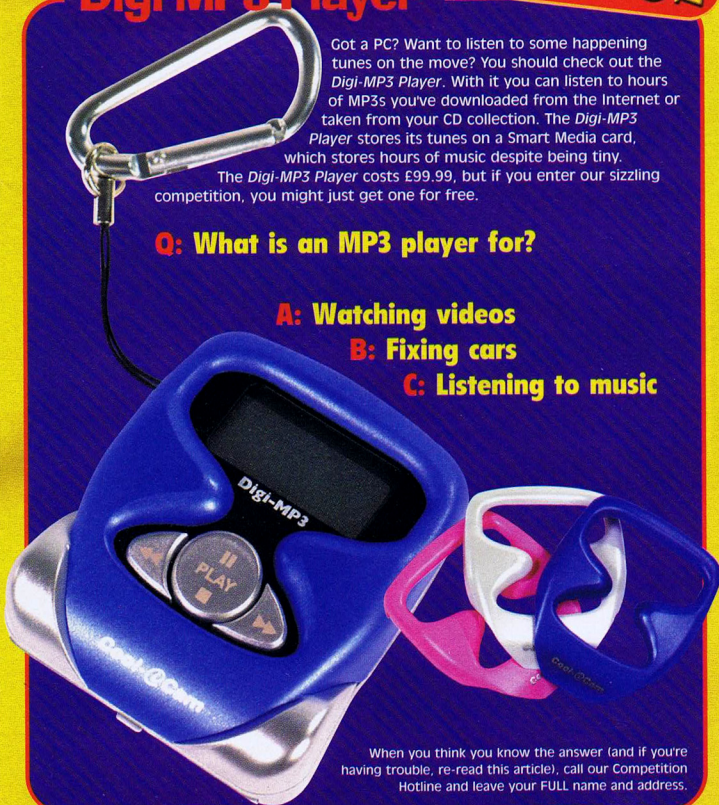
Digi-MP3 Player

Got a PC? Want to listen to some happening tunes on the move? You should check out the Digi-MP3 Player. With it you can listen to hours of MP3s you've downloaded from the Internet or taken from your CD collection. The Digi-MP3 Player stores its tunes on a Smart Media card, which stores hours of music despite being tiny.

The Digi-MP3 Player costs £99.99, but if you enter our sizzling competition, you might just get one for free.

Q: What is an MP3 player for?

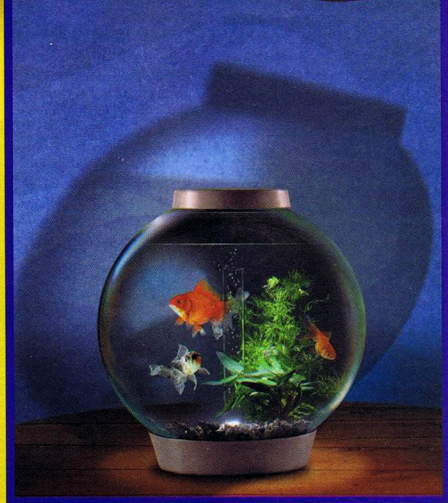
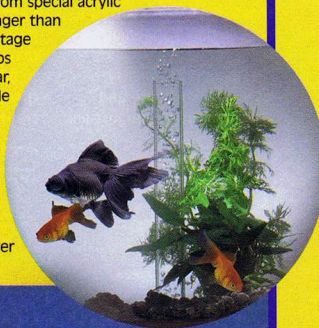
A: Watching videos B: Fixing cars C: Listening to music



When you think you know the answer (and if you're having trouble, re-read this article), call our Competition Hotline and leave your FULL name and address.

BiOrb Goldfish Bowl

The goldfish bowl has come of age! The BiOrb is more than just a fish tank. It's an aquatic experience! For starters, it's huge! It holds 10 litres of water, is 40cm across and is made from special acrylic that's ten times stronger than glass. A built-in five-stage filtration system keeps the water crystal clear, and an internal bubble feature keeps the water oxygenated. There's even a built-in light! It's truly the king of aquariums. The BiOrb costs £79.99, and is available in black, silver or white.



COMPETITION HOTLINES

Want to win one of our ace prizes? Ring one of the following Competition Hotlines, leaving your name, address and correct answer, or enter online at www.gbxtreme.co.uk.

Lord of the Rings Trading Card Game: 09064 774478

Digi-MP3 Player: 09064 774478

Harry Potter Kites: 09064 774484

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 6th February 2002 and close at midnight on 6th March 2002. The editor's decision is final and no correspondence will be entered into.

More corking Action Replay GBX codes and news of a great forthcoming peripheral...

Well hey there guys and gals – you want music on the move? Well, soon you'll be able to play happening MP3s on your Game Boy Advance! It's real easy. Using the software and cable provided, you just link

your Game Boy Advance to a PC and transfer your MP3 files onto a Smart Memory Card which plugs into the back of your Advance MP3 player. You can e-mail songs to your friends, transfer them from CDs and even create your own playlists.

There's a built-in graphic equaliser too, with pre-set settings for musical genres such as rock, dance and acoustic. The Dattel MP3 player for the GBA is a few months away yet, but rest assured we'll bring you a full product test as soon as we get our hands on it.

Sakura



A PIECE OF

Midnight Club Street Racing



[M]
55EA1C646DD5D26F
CB85A6C652CFAB2

No Damage
7C749E13F1666887

Low Time
5D105C475BA4CEA1A

Never Any Traffic
962AC010EB6EDF3F

Mat Hoffman's Pro BMX



[M]
4C4081747E2B7F7F
32AA618CA54F83DC

Max Special
36D1697C399DCEFE

Max Score
0CB89D53D0DA7420
F1DD7EF3CC1ECDE

Infinite Time
24D46E5D1AB4E809

Collect 1 Star For 5
545D9FFC7779C5C

Collect 1 Letter For TRICK
FDE509098E9FDA47

MH All Covers
1FD214942CAA956B

ME All Covers
7091796F95C0831F

CN All Covers
D7F323AA2F918412

JK All Covers
BE22CD4837A7B387

RT All Covers
7F3F202D3E8E829F

DM All Covers
165EBB073C89C41F

= KR All Covers
AA038FF22D55BEC2

ST All Covers
D8B1B351D57E77FA

MH All Gold
1EA3B01023E824EF

ME All Gold
28CD93C684F8CD37

CN All Gold
7AEC7F8223F5785C

JK All Gold
2D44B0658B6E8F9F

RT All Gold
E6CF3A7D4C59751A

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11C9CA192A86CE7

KR All Gold
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ST All Gold
10E6FB63EDBD326D

Sinstar: Infinite Lives
E51C06363AA0DBAB

Sinstar: Max Score
99F1F049D4691AB9

WWE: Road to WrestleMania



[M]
DA61BF7F61FF7A4
FD15793D75F163A9

P1 Max Adrenaline 1
EE475CE1B01EBCA1

P1 Max Adrenaline 2
2D6E3D73E6D80025

P1 Max Special
D52280C390BAEDC0

P1 No Adrenaline 1
6C4B927385E235C4

P1 No Adrenaline 2
1E3D9E866F5027C1

P1 No Special
B9F8D58563DC67FD

P2 Max Adrenaline 1
00F8BDA38E233BD

P2 Max Adrenaline 2
6BB15ACFD6498BA4

P2 Max Special
3A0ACD98D6C79468

P2 No Adrenaline 1
DCE1A7266E4ABBA9

P2 No Adrenaline 2
D43483173306727F

P2 No Special
A7D37E0FE94219A

P3 Max Adrenaline 1
2072A7B0C6C3F90F

P3 Max Adrenaline 2
DAC4EC0FB2B0936

P3 Max Special
7538D746E13866B5

P3 No Adrenaline 1
DF36D68EEC4ADE50

P3 No Adrenaline 2
BFD18670A6607EFF

P3 No Special
AE209C420D9F27E9

P4 Max Adrenaline 1
6BB15ACFD6498BA4

P4 Max Adrenaline 2
00F8BDA38E233BD

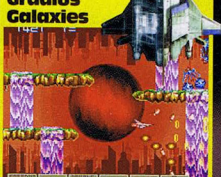
P4 Max Special
3A0ACD98D6C79468

P4 No Adrenaline 1
D43483173306727F

P4 No Adrenaline 2
DCE1A7266E4ABBA9

P4 No Special
A7D37E0FE94219A

Gradius Galaxies



[M]
853C5E224C5B0C35
9A0CCA970E9ADDC6

Max Score
FC2741010C6701D5

Infinite Lives
47542026521BF486

Just Have Speed Up
F8A25D2F7B06C90

Just Have Missile
ADE301A181939648

Just Have Double
96B101E7626E6798

Just Have Question
D37F6C59EBF8FB8

Have All Power Ups
EF3514484C3A3A9D

CODEjunkies

For more great Action Replay codes,
call the Code Junkies Hotline!

09064 774477

Calls cost 60p per minute at all times. Lines are open 24 hours a day, seven days a week.
Please get the permission of the person who pays the bill before ringing Code Junkies Hotline.



THE ACTION

SpongeBob SquarePants SuperSponge



[M]
490E87401120085
17A308AAE1941B99

Infinite Lives
59F1F4AE298D0EF

Infinite Spatulas
8CA39DABEA7418E

Infinite Jellyfish
08F10E62B11C228F

Super Street Fighter 2 Turbo Revival



[M]
597C00706F70FF5
585AE7D5FD0568C

P1 Infinite Health
A2095599AE9ECA0A

30525CEBD2D5C5FC
P1 No Health
DE4DADD09C580B54
3EFB8806CB0F8254

Infinite Time
82E1617EBCC17703

P2 Infinite Health
FD301B60B0FF3506
8F9F84E3558E02A3

P2 No Health
70EF7B094DE958A0
5C1BA54FA1A1A89A

P1 Max Super Meter
982AEF8D3BBE278

P1 No Super Meter
314987E4AC8614AF

P2 No Super Meter
E4FE34D9B8CA449C

P2 Max Super Meter
A69F18887075B6A8

P1 1 Win Needed
89A16CADA1DF4AF4

P1 Never Win
FDD8BB6A1FED1150

P2 Never Win
CDD985F2F83D0AA

P2 1 Win Needed
877E38FCCEAC76

Unlock Everything
0316927D82132314
6390331D3EDFC186

P1 Instant Win
Do not use this code with
the Infinite Time,
P2 No Health, or P1 1 Win
Needed codes.
70EF7B094DE958A0
5C1BA54FA1A1A89A
FAG8E9A5F97AC51B
89A16CADA1DF4AF4

P1 Max Score
9FA56AAB9239CF6E
54249F346DDB0A8A
E0CAC17A28CAACDC

Spyro: Season of Ice



[M]
6761F8B0A536E146
21703185C0A6EAA8

Infinite Lives
A2D69805C8081253

Infinite Health
With this code, the little fly
will be a yellow rectangle.
7D3B1F681111B849

Max Gems
19F923CE699A31C5

Max Fairies
CF22A1B8A7D9AC26A

* These codes will make the
portals to their
worlds black.

Autumn Fairy Home
Complete
DEB02D9C8165046B
D5ED7EEC7CABCD3D
287E06586232DA2E

Market Mesa Complete
F5B73AE40134DDA8
B4AD356EDBCCD6CD
3ECD8EBF7A962A9

Lava Prairie Complete
DC1CB7A0D3611AFF
D18F8F1751D8B3C8
ABBFE8B7B85E03A9

Mermaid Coast Complete
62520AD7F965898A
2AD53D4010F24C2A
347FA3EC4A061540

Stone Age Speedway
Complete
A18D9D50ECF8EFO
B6FAC85D82FE267C
7EF8DB2F05C3F68

Ant Farm Complete
6C34315CA247A61B
52FA468D96650393

Harry Potter & The Sorcerer's Stone



[M]
276CE776EC863A7F
B6510237B0F89257

Infinite Stamina
26559F2535CE42EC
4E1D163325EE6288





RETURN FIRE

The babe with the bullets checks out your parting shots...

Gamin' Greats

Dear Sakura,
I got a Game Boy Advance for Christmas, and got *Doom* and *Spyro: Seasons of Ice* with it. I saved £35, and want to buy a third game. *Tony Hawk's 2* looks good, but will there be a third one for the GBA? And will there be a GBA version of the new

Resident Evil Gaiden, which looks great? I'm really excited about *Tekken* – any ideas on its release? Your mag's the best – keep it up.

Mark, Cambridge

Sakura says: *Tony Hawk's 3* is indeed coming to the

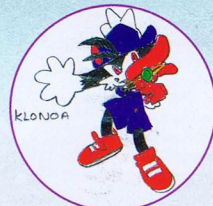
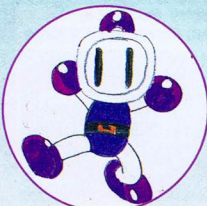
GBA, but the original *Tony Hawk's* was released long before the Advance hit the shelves. So *TH3* is the second game, not the third. We hope there'll be a *Resi* game on the GBA, but no news yet, and as for *Tekken* – stay tuned next ish. Thanks for the great pics too!

GT Racing Action!

Dear Sakura,
There's one thing I really, really need to know. Is *GT Advance* just another name for *Top Gear GT Championship* on the GBA?

Paul Hesketh, Belfast

Sakura says: Nope, different games. Neither really shone, though. We're still waiting for a really good real-world driving game on the Advance...



What The 'Eck?

Mario's Main Man

Dear Sakura,
I think GBX is the greatest magazine ever, though you have too many phone-in competitions instead of write-in ones. I have a few questions to ask.

- 1: Is *Super Mario Advance 2* going to be any good?
- 2: I have *Super Mario Advance* and *Mario Kart Super Circuit*. Is it worth getting *ChuChu Rocket* next?
- 3: Will there be a *GOOD Simpsons* game on the GBA? As you may have noticed, I like Mario.

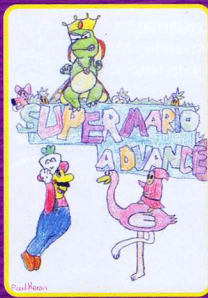
Paul Heron, Cleveland

Sakura says: Yehpers, I see ya LOVE Mario – thanks for the kewl pic. The red ostrich reminds me of the bird from *Joust*! Anyway, on to your questions:

- 1: Yes! See Page 18.

2: Yes! It's great.

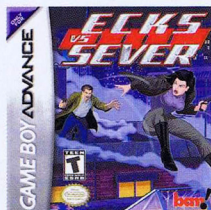
3: No idea – nothing's been announced yet. Enjoy your Rocket games! And if you check out www.gbxtreme.co.uk, you can enter our competitions online now!



Yo Sakura,

After reading your really cool mag, I bought an *Action Replay GBX*, which is great. It really works well, but when I got *Ecks Vs Sever* for my birthday (I think it's by far the best game yet), I found it so hard! And day after day I go on the Code Junkies web site to see if there are any codes for it, but there are none! I just want to know why there are no codes when other cheat systems like *GameShark* have loads of codes!

Nick Baker, Rutland



Sakura says: Hey Nick, glad you like the *Action Replay GBX*, and *Ecks Vs Sever*. The Code Junkies are beaverin' away on the latest games as we speak, but there's something ya should know. *GameShark* is the American name for *Action Replay* – codes released for the *GameShark*

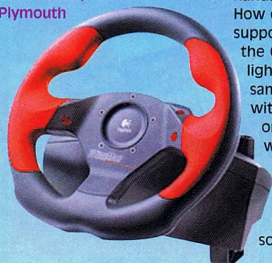
Advance almost always work on the *Action Replay GBX*. The ones for *Ecks Vs Sever* certainly do, though the intro screen corrupts slightly. Check 'em out – www.gameshark.com.

A Wheely Bad Idea...

Dear Sakura,
I've got a PlayStation gun and steering wheel. How about making one for the GBA? You would make a lot of people happy. Also, what's the best puzzle game on the GBA?
Lee Crocker, Plymouth

Sakura says: There's a very good reason why there's no steering wheel or light gun for the GBA. Two good reasons, in fact. Firstly, the Advance is a HANDheld. This means you hold it in your hands. Are you with me? How on earth are you supposed to hold the GBA and a light gun at the same time? Also, with your hands on a steering wheel, where would you put the Advance? Get the picture? And the second major problem is even if someone wanted to

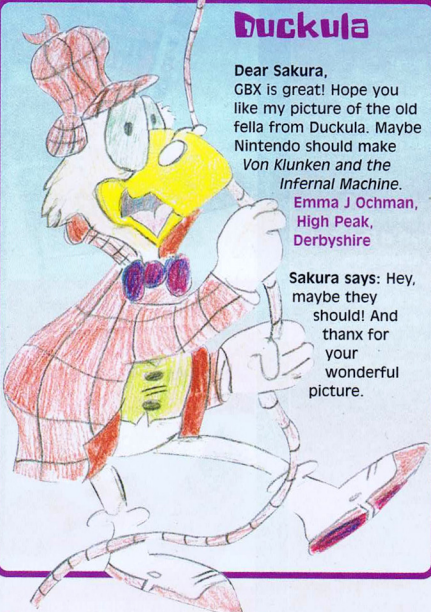
bring out a GBA gun or wheel, where would you plug it in? let's face it – it isn't going to happen. The best puzzler on the GBX is *Denki Blocks!*, closely followed by *Kuru Kuru Kururin* (now down to £15 in some stores) and *ChuChu Rocket*.



Duckula

Dear Sakura,
GBX is great! Hope you like my picture of the old fella from Duckula. Maybe Nintendo should make *Von Klunkun and the Infernal Machine*.
Emma J Ochman, High Peak, Derbyshire

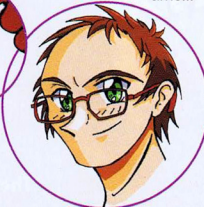
Sakura says: Hey, maybe they should! And thank for your wonderful picture.



Seeing Double?

Hi Sakura,
I was flicking through Issue Six when I saw the *Body Shock*. It looks fab, and I'm going to get one as soon as possible. Also in the Kit Bag section I saw a small doll next to the dynamite. I knew I'd seen the face before, so I went back through the reviewers – it looks just like Simon! Is it a lucky charm, a voodoo doll or a monument?
Kyle Huddart, Leeds

Sakura says: Yeppers, the *Body Shock* is kewl. Hope you enjoy it. REGARDIN' the doll, it does indeed look like Simon. Thanx – hadn't noticed before. Now I can stick pins in it if he doesn't get his reviews in on time...



Music Machine

Dear Sakura,
What I want to know is why doesn't someone produce 'music' games. Not like *Beatmania* or *Dance Dance Revolution*, but games with real songs. They could be cartridges with a thru-port on top where you could fit in another cartridge, like *Sonic and Knuckles* on the Mega Drive. Imagine playing *The Little Mermaid* (not that I do) and listening to Eminem. Or playing *GTA* and listening to Mary Poppins (the funny combinations are endless). But seriously, not being immodest or anything, it's a good idea, and I've got it copyrighted, so don't try anything.
Bob Saggot, Merseyside

Sakura says: Hey Bob, I've got a better idea. First boot up your fave cart. Go into the Options section and switch off the in-game music. Whack any CD you like on your stereo, and

away you go! You can play your gamez to any music you choose. A thru-port for add-on music carts would be very expensive, and not many bands would release their music on carts. Far

easier just to offer an option to turn off the in-game tunez and play your own on your stereo. Oh, and next time you write me a letter, Bob, put a stamp on the envelope!



Jays of Txt

Hey Sakura,
E-mailin just 2 say wot a gr8 job u r doin on the reviews etc. And cud u e-mail me back tellin me the name ov that total babe from the Dec ish who has the Action Replay and the Pro-Go Stick.
Matt, Cyberspace (presumably)

Sakura says: Her name's Angel. Or so she sayz. And Matt, if you're e-mailing, why do you type like a mobile phone text message? It's pretty lazy, y'know?



Time to get writin', folks. We've got a fistful of new prizes for our Star Letter writer – three ace Rocket games for the Game Boy Color. You get *Space Invasion*, *Painter* and *Karate Joe* – kewl or what? And for the rest of our lucky letter writers, there's a CodeJunkies T-shirt (girl not included). Choose from Medium or Extra-Large. Send all your merry missives and ace artwork to:
Sakura, GBX Magazine, Stafford Road, Stone, Staffordshire ST15 0DG or e-mail on sakura@gbxxtreme.co.uk



BACK WITH A BANG!

COMPLETE YOUR COLLECTION OF GBX MAGAZINE...

Missed an issue of GBX? No worries. Just order it through our back issues service. Just ring our £1.50-a-minute phone line, and the cost of the mag is covered by the call. Simple!

Issue One!

SOLD OUT

Issue Two!

Our sizzling second issue featured: Bomberman Tournament, GT Championship, Tony Hawk's Pro Skater 2 and Tweety and the Magic Gems on the Advance.

1942, Commander Keen, FA Premier League STARS 2001 and Prince Naseem Boxing lead an all-star Game Boy Color cast.

On the video, there's Bomberman Tournament, Pokémon Crystal, Final Fight One and VIP, among others.

Issue Three!

Issue Three's Advance games included Army Men Advance, Denki Blocks!, Earthworm Jim, Fire Pro Wrestling, Hot Potato and High Heat Major League Baseball 2002. On the Color there was an exclusive review of the amazing Tomb Raider: Curse of the Sword, Snoopy Tennis, Mat Hoffman's Pro BMX, Hercules, Denki Blocks!, The Mummy returns and Kena: Warrior Princess.

Not only that, there's a feature on emulation, and a complete solution for Super Mario Advance. On the video is exclusive footage of Tomb Raider: Curse of the Sword, Ready to Rumble Boxing: Round 2, Colin McRae Rally and Tony Hawk's Pro Skater 2.

Issue Four!

Mario Kart Super Circuit leads the Advance pack in Issue Four. Find out why it's so cool. Also, check out BackTrack, Disney's Atlantis: The Lost Empire, Final Fight One, Irident 3D, LEGO Island 2, LEGO Racers 2, MX 2002, Spider-Man Mysterio's Menace and more. For the Game Boy Color Crowd, there's Micro Maniacs, Pokémon Crystal, Zidane Football Generations, Universal Monsters: Dracula and more!

Not only that, but we've also got a hot feature on original GBA games, a complete solution to Tony Hawk's 2 and Mario Kart, Microsoft Pinball, Super Street Fighter II Turbo Revival, Speedball 2 and many more on the vid!

Issue Five!

Issue Five's high points include a sizzling Wario Land 4 review. Is it the greatest platformer ever? Other Advance games on offer include Advance Wars, ESPN Final Round Golf, F-14 Tomcat, Lady Sia, Super Dodge Ball Advance, Super Street Fighter II Turbo Revival and LEGO Bionicle. On the Game Boy Color is Stuart Little: The Journey Home, Keep The Balance, Disney's Atlantis, WWF Betrayal and Wendy: Every Witch Way.

On the video there's Wario Land 4, Fortress, WWF Betrayal, exclusive footage of the GameCube in action and previews of Mario Advance 2 and Golden Sun.

Issue Six!

SOLD OUT

Issue Seven!

Our Best of the Best feature blows open the finest GBA and GBC game in each genre. Essential buying recommendations! We review Doom, Mech Platoon, Batman Vengeance, Namco Museum, Harry Potter and the Philosopher's Stone GBA, Ronald Duck Adv@nce, Klonoa: Empire of Dreams and more!

On the video, we gave you the lowdown on the ten best GBA games so far, as well as reviews of Resident Evil Gaiden, Klonoa: Empire of Dreams and Steven Gerrard's Total Soccer 2002.

Issue Eight!

RPG fans shouldn't be without Issue Eight. We reviewed two great role-players, namely Golden Sun and Breath of Fire. They're both great, too! Also reviewed on the Advance are Aliens: Evolution Continues, Frogger's Adventures, Star Wars: Jedi Power Battles, No Rules: Get Phat and more. For Color owners, there's the spectacular Harry Potter and the Philosopher's Stone, a 90% smash hit, as well as Antz World Sportz, Shaun Palmer's Pro Boarder and Tony Hawk's Pro Skater 3.

On the video, we take a look at both Harry Potter games. That's right - you get to see both the Advance and Color games in action! Look out too for Creatures, Golden Sun, Jedi Power Battles and a top feature on the forthcoming Card-e Reader.



ACTION TIPS

Are you ready for action? With our cut-and-keep cheat cards, you're always prepared!



1: First, cut out your sizzling Action Tips coupons.



2: Store them in your game boxes, along with the cart. If you haven't got the game, keep it somewhere safe in case you decide to buy it one day.



3: Whenever you play the game, you're always got the cheats handy!

ACTION TIPS:
SPONSORED BY



The greatest cheat carts
ever to hit the handheld...

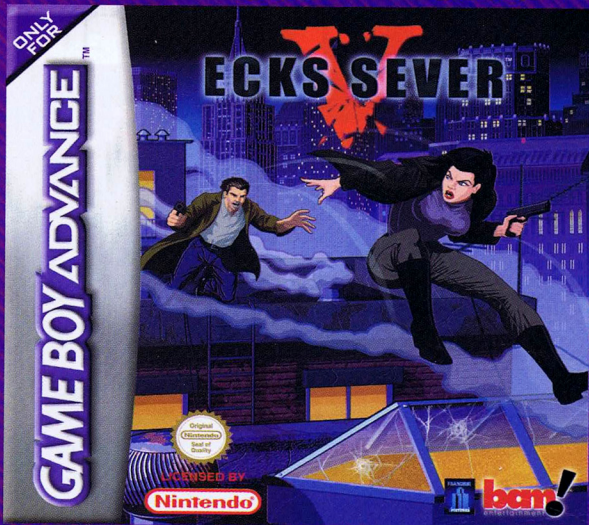
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ACTION TIPS

Sick of pouring through your magazine collection looking for cheats? With Action Tips collector's cards you no longer have to! Just cut out the cheat card and keep it in your game box along with the cart! What could be simpler? If you haven't got the game, keep the card safe in case you splash out on it one day.



INFINITE
AMMOEXTRA
CHARACTERSINFINITE
HEALTHEXTRA
VEHICLESALL
WEAPONSINFINITE
LIVES

BATMAN VENGEANCE



Passwords

2	GOTHAM
3	BATMAN
4	BRUCE
5	WAYNE
6	ROBIN
7	DRAKE
8	BULLOCK
9	GRAYSON
10	KYLE
11	BATARANG
12	GORDON
13	CATWOMAN
14	BATGIRL
15	ALFRED



ACTION REPLAY

Must Be On (MI)
8BD604D3BD3D786A
0FE00CE47C525652

Inf Batarang
DD306B72D6A1443E

Inf Smoke Pellets
3D3659A3D3D3B283

Inf First Aid
6644E4AA48406242

Inf Batgrapple
8658477835D84D17

Inf Time
B9ECD984A5DD85F9

GBX

ECKS VS SEVER

Multiplayer Codes

Vulnerable
Vendetta
Violate
Voracious
Vindicate
Vesuvius



GBX

BREATH OF FIRE

PART 2



Getting the Emperor Sword

Check by the throne after defeating Jade to discover the Emperor Sword. Search the right hand pillar in the same room for the Star Hammer. Use this in combat to produce the Comet spell effect.

Getting the Tri- Rang

The Tri-Rang can be

after Nina learns how to fly, and before Pagoda has been activated. Search directly behind the twin towers of Pagoda to find it.

Getting the Rod5

With the Sphere, you can also reach Tunlan. Fall down a pit to the left of the vault in the princess's house, then search the box to find the Rod5. This is used to fish at the wells.

Finding C.Fish:

Go to the third Dragon Shrine and go west to a piece of land sticking out into the lake. Fish on the very end of it to catch a C.Fish.

GBX

BREATH OF FIRE

PART 1

Chun Li Cameo

When you visit Bleak, go to the boy who thinks he's a magician. He says, 'Put a hundred coins on the table and I will make them disappear'. Agree to his request and wait for him to say 'Look behind you'. Say 'No' twice, then say 'Yes'. You should see Chun Li practising her Lightning Kick.

9999 Experience and 9999 Gold Before battling Jade in Opelisk, he asks you if you want to join him. Answer 'Yes', and whenever he asks you if you want to change your mind, answer 'No'. Do not push any buttons and he soon says, 'I'm bored. Entertain me!'. After this, there's a battle scene. You fight a D.Flea, a Crab, a Flower, a G.Slime, and finally an M.Slime which, when defeated, gives you 9999 experience and 9999 gold.



GBX

ACTION TIPS

Sick of pouring through your magazine collection looking for cheats? With Action Tips collector's cards you no longer have to! Just cut out the cheat card and keep it in your game box along with the cart! What could be simpler? If you haven't got the game, keep the card safe in case you splash out on it one day.



INFINITE
AMMOEXTRA
CHARACTERSINFINITE
HEALTHEXTRA
VEHICLESALL
WEAPONSINFINITE
LIVES

STAR WARS: JEDI POWER BATTLES

Play as Darth Maul
Enter VMT3BYJ as a password.



PAC-MAN COLLECTION

Pac-Attack Passwords

1 ...STR
2 ...HNM
3 ...KST
4 ...TRT
5 ...MYX
6 ...KHL
7 ...RTS
8 ...SKB
9 ...HNT
10 ...SRY
11 ...YSP
12 ...RCF
13 ...HSM
14 ...PIWW
15 ...MTN
16 ...TKY
17 ...RGH
18 ...TNS
19 ...YKM
20 ...MWS
21 ...KTY
22 ...TYK
23 ...SMM

25 ...NFL
26 ...SRT
27 ...MOD
28 ...CWD
29 ...DRC
30 ...WHT
31 ...FLT
32 ...SKM
33 ...QTN
34 ...SMN
35 ...TOR
36 ...WKR
37 ...YYP
38 ...SL5
39 ...THD
40 ...RMN
41 ...CNK
42 ...FRB
43 ...MLR
44 ...FRP
45 ...SDB
46 ...BOJ
47 ...VSM
48 ...RDY
49 ...XPL

50 ...WLC
51 ...TMF
52 ...ONS
53 ...GWR
54 ...PLT
55 ...KRW
56 ...HRC
57 ...RPN
58 ...CNT
59 ...BTB
60 ...TMP
61 ...MNS
62 ...SWD
63 ...LDM
64 ...YST
65 ...QTM
66 ...BRP
67 ...MRS
68 ...PPS
69 ...WLT
70 ...WTM
71 ...FST
72 ...SLW
73 ...XWF
74 ...RCJ
75 ...SNC

76 ...BKP
77 ...CRN
78 ...XNT
79 ...RNT
80 ...BSK
81 ...JWK
82 ...GSN
83 ...MMT
84 ...DNK
85 ...HPN
86 ...DCR
87 ...BNS
88 ...SDC
89 ...MRH
90 ...BTF
91 ...NSM
92 ...QYZ

93 ...KTT
94 ...FGS
95 ...RRC
96 ...YWL
97 ...PNN
98 ...SPR
99 ...CHB
100 ...LST



ACTION REPLAY

Must Be On (M)
ED79D41BC0A43B0F
0D655E5E9A44FC81

PacMania (Lives)
8E947E3B03284426
Pac-Man (Lives)

0AFCE825E2D1268F

Press Action
replay Button
for Slow Mode

7896079427667199

GBX

PART 2

HARRY POTTER AND THE PHILOSOPHER'S STONE

Transfiguration spell:

Taught in transfiguration lesson. Gets rid of object (files of books etc.) that are put over witches by turning them into birds.

Defeating Troll:

Get close, and when it raises its club, back off and hit it with the Filipendo spell. Then, knock it into the largest hole on the far left.



Defeating Voldemort:

After the challenges, you meet Quirrel in a room. He is actually the enemy. To defeat him, get him to destroy the four large pillars in the room. The best way is to stand behind them, wait until he shoots, then move behind the next one. When they are all gone, you both will fall into a room with lots of rocks on the floor and the mirror in the middle. He will walk to the top of the room and shoot at you. Use the mirror as a shield (it bounces his shots back at him). After awhile he will levitate rocks at you. Again, use the mirror as a shield. When he moves to the bottom of the room, keep the mirror between you. Shoot the mirror once with Filipendo and it will swing round and you can use it as a shield again. It will not be long before he is defeated.

GBX

PART 1

HARRY POTTER AND THE PHILOSOPHER'S STONE

Alohamora spell:

Hermione teaches you this in the common room after Quiddich practice. It opens locked doors with pictures of stars on them.

Filipendo spell:

Professor Quirrel teaches you this spell in your first lesson. It is a spell that shoots a ball of energy in a straight line. This spell can push objects, stun enemies or break containers.

Flying spell:

Allows you to move some stones and statues.

Hint: Lumos spell:

Lights the area for a few minutes.



ACTION REPLAY

Must Be On (M)
276CF76CEB6A7F
B6510237B0FB9257

Infinite Stamina
26559F2535CE42EC
4E1D163325EE6288

GBX

SHREK: FAIRY TALE FREAKDOWN

Shrek Village:

SMHTVKCQR

Dungeon:

TQDFNHGGM

Swamp:

TFGKWSLJJ

This password also unlocks the Gingerbread Man.

Dark Forest:

KDNBQKVV

This password also unlocks the invincibility power-up.

Bridge:

KWJPYXCC

This password also unlocks the speed power-up.

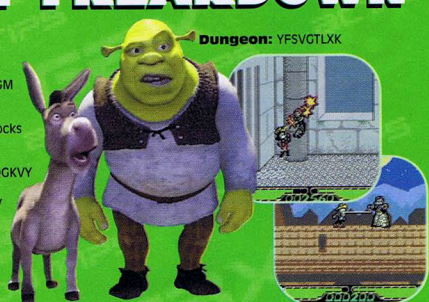
Castle:

YNNHLMBY

This password also unlocks the Dragon and strength power-up.

Thelonius Village:

LRSVGLTXM



ACTION REPLAY

1 Hit KO P2
910122C2

Inf Health P1

GBX

KIRBY TILT 'N' TUMBLE

Replay Levels

Defeat King Dedede to replay any level.

Hard Mode

Collect all Red Stars to unlock Hard Mode.

Special Mode

Collect all Red Stars in hard mode to unlock some secrets. The sky changes pink, there are Kirbys you can control in the opening scene and a free-play mode is available for mini-games.

Infinite Lives

When you start level 4-3, you see four Waddle-Dees walking around in a circle. Flip them and they turn into blue stars. Collect all four of them to earn a life. Repeat this as many times as needed to collect an unlimited number of lives.

Invincibility

Set up a red bumper exactly vertical or horizontal with the bumper. Repeatedly roll into the bumper to become temporarily invincible.

Use the blue playing power-up to get pushed



ACTION REPLAY

Infinite Lives

01639C21

Have All
Recovered Stars

01639C21

Stop Timer

01036C1

Max Score

91638FC1

91638FC1

Infinite Health

91063CC2

Start On Last
Level!

911F94C1

GBX

SOLUTIONS • TIPS • PLAYER'S GUIDES

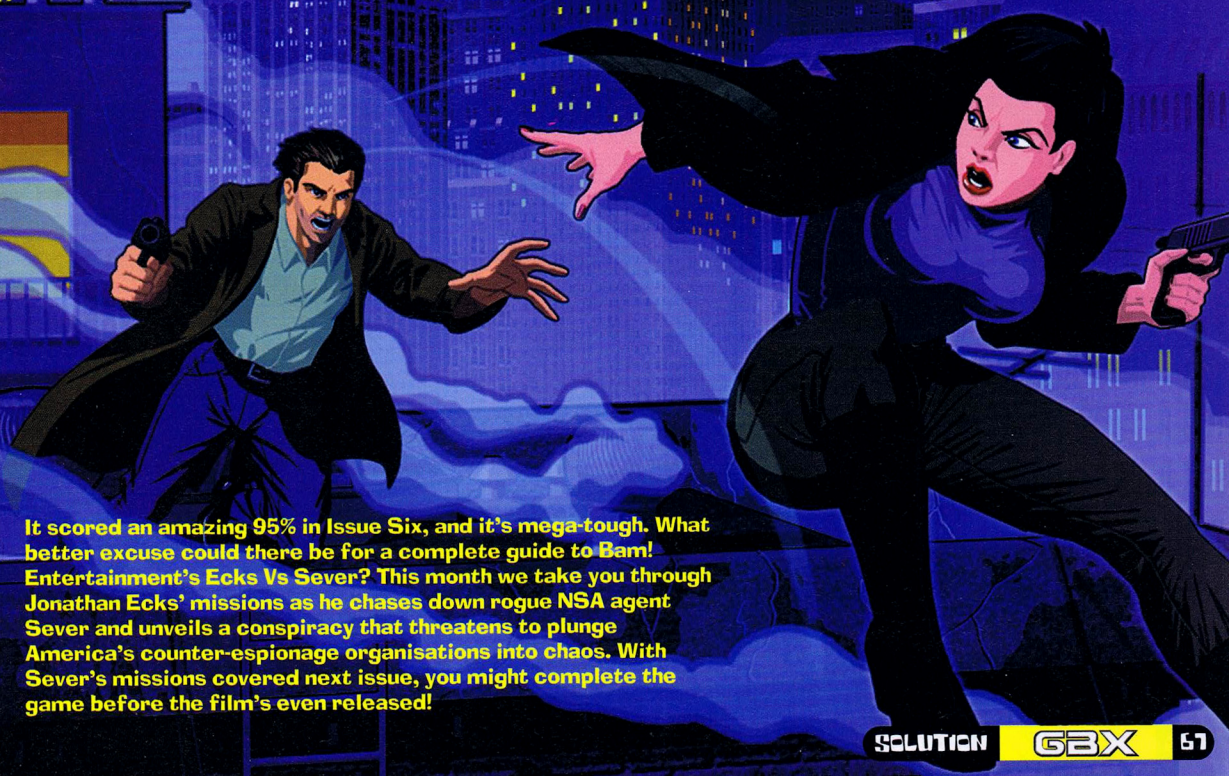
XTREME solutions



ECKS VS SEVER

PART 1

Hot blasting action with the GBA's finest first-person shooter...



It scored an amazing 95% in Issue Six, and it's mega-tough. What better excuse could there be for a complete guide to Bam! Entertainment's Ecks Vs Sever? This month we take you through Jonathan Ecks' missions as he chases down rogue NSA agent Sever and unveils a conspiracy that threatens to plunge America's counter-espionage organisations into chaos. With Sever's missions covered next issue, you might complete the game before the film's even released!

MISSION 1

OBJECTIVE: Locate the laptop

1

■ You start outdoors in a street with fire hydrants and garage doors. Go forwards and then right down the alley to find a steel roll-up door guarded by a blue-shirted security guard. Shoot him twice to kill him, then pick up the key he drops. Open the door and enter.



2

■ You are now in a warehouse. Guards patrol the area. Shoot the fuel barrels opposite the entrance and use the cleared area to make strafing easier as you blast the guards between the gaps in the containers. When you're done, walk the small passage between the metal containers and the wall with

the entrance door. It ends with a ventilation grid - shoot it and get the body armour. Continue through the ventilation shaft to get to the area where the guards were, take the ammunition and shoot the barrels for a Colt M16A2, then go through the door. Make sure you've secured the area (ie. shot everybody) before leaving.



3

■ Open the door, take a step back and blast the guard standing right in front of you. Move swiftly down the corridor and shoot the guard hiding in an alcove about halfway down before going through the door directly opposite the one by which you entered.



4

■ Three guards are waiting on the other side of the door. Blast the fuel barrels to take out one straight away, then deal with the other two before entering. Go up the stairs and pick up the freebies on the walkway, then go through the doorway at the end and up the staircase. Strafe around corners so your weapon is always pointing into unseen areas - several guards await. At the end of the staircase, move into the right-hand room and dispose of the four guards. The barrels here are more of a trap than an asset - make sure you don't charge the guard in front of them and fire, blowing yourself up.



5

■ Grab the goodies, then go back the way you came, and take the left path from the stairs. Strafe past the entrance to a small room, shooting the guards inside, and also the one in the alley at the far end. The guards in the room die easy if you hit a fuel barrel. Grab the power-ups, then continue down the alley. You arrive back in the warehouse where you trashed the guards, but you're above ground level. Don't jump down into the warehouse - instead, press on and take out a few guards along the way. You reach a room with three FBI agents guarding your mission objective, the laptop. Take 'em out with one of the snazzy weapons you took off the guards - they're a lot tougher than their blue-shirted colleagues!

MISSION 2

PASSWORD: Extreme

OBJECTIVE: Escape within three minutes

1

■ The key to this mission is, unsurprisingly, speed. Lots of speed. Don't get drawn into long firefights with the guards - you've neither the time nor the ammo. If you can run past a guard and get away without getting into a scrap. So much the better. Be

careful, though. If you leave the wrong guard alive, you might find yourself trapped between two of them, taking flak from all directions. This is disastrous, so make sure guards standing in doorways and at corridor corners are always felled.

2

■ Starting in an alleyway, turn slightly to the right and run diagonally to the right turn. Run straight past the guard here and open the steel door. There's a guard in the next room - take him out before



proceeding through the next steel door (he drops pistol ammo). Keep going through the next few rooms, ignoring the FBI agents and ducking under the boxes as the thoroughfare narrows, until you get to the room with the lift.



3

■ Run into the lift and press B - the doors close and it lifts you to the next level. Turn around to check whether a baddie is in the lift with you - kill him if there is, then turn back to face the wall opposite the door by which you entered. This is the section that opens and releases you, into a first-floor room containing nothing but Jackhammer ammo.



4

■ There now follows a section where you have to weave through cardboard boxes. Your route is pretty well defined, but it's easy to get stuck if running too fast, so be sure your exit's clear before you leave a guard or FBI goon unkilld. Ignore the weapons and ammo on top of the boxes - you don't need 'em, and time is of the essence.



5

■ In the next room are several foes guarding a half-open door. Run straight to the door, ignoring the enemies, and crouch down (press both shoulder buttons) to get through. You've completed the mission!



MISSION 3

PASSWORD: Excite

OBJECTIVES: Shoot Sever dead

Rendezvous with Mills

Get Deciphering Key 1

1

■ This is the first mission that presents serious difficulties. Sever is chucking grenades at you, and if they find their target, you're wiped. You

need to shoot her eight times before she's beaten, but whatever the mission objective says, don't expect to kill her - you won't.

2

■ Pick up the Sniper Rifle in the alley, then creep forwards until you see Sever in the open window, chucking grenades. **KEEP BACK!** Stand as far away as you can while keeping the window visible and switch to the Sniper Rifle, pressing A to access sniper mode and the



shoulder buttons to zoom in and out. You're out of her grenade range, so you can take your time. Remember, though, in sniper mode you can't move, so it's just as well. Shoot her for the easiest of hits and the steel barrier blocking the exit next to the window blows, allowing you to proceed with your pistol at the ready to deal with the goons guarding it. Strafe left and right to dodge their bullets, and when you reach the next open air section, you should have a Pancor Jackhammer.

BEWARE OF BARRELS

Fuel barrels are both an asset and a liability. Blast one that's near an enemy, and the explosion could do your dirty work for you. Remember, though, you can do the same to you, so don't hang around too long near barrels.



3

■ Stand on the right-hand side of the passage and creep forwards until you see another window on your left. Again, stay back as far as possible while keeping the window in full view. Unsurprisingly, Sever's there chucking grenades. Again, if you're far enough back, she can't touch you - switch to the Sniper Rifle and do your stuff.

Get two shots in to make her run (the barrier blocking the next area again blows), and then run into the open area armed with the Jackhammer, weaving and strafing as you take out the guards and goons. Make sure they're all dead before you head down the next alley, and don't miss the ammo and Body Armour they drop.



4

■ Use the Jackhammer to deal with the first guard standing by the skip, then nose around the alley entrance and peep into the open area - use the sniper rifle to deal with the FBI guy. Sever's window is to your left. Creep forwards with the wall on your back until you see about half her window. Switch to sniper, zoom in and take her out when she walks into your visible part of the window. Get



this just right and she won't throw at you. Shoot her three times to make her run, but due to a glitch in the program, she might stand uselessly in the doorway, never leaving. If this happens, you just have to restart the mission.

5

■ Pick your way through to the next open area and keep your back to the wall opposite Sever's window. You never enter her grenade range - shoot her four times with the Sniper Rifle and she flees. As you enter the open area, you come under attack from another window, from the FBI with a Grenade Launcher. Keep your distance and take them out with the Jackhammer or the Sniper Rifle - they're not as slippery as Sever.



6

■ Shoot the next FBI man for a Colt M16A2, and switch to it. Charge through the rest of the mission, killing any FBI you meet, and blasting Sever as she rifles through Mills' dead body. She runs, and you get Deciphering Key 1. Escape through the half-open steel door to complete the mission.



2

■ As you start in an alley, Sever flees. Chase her, killing the first two guards you see - one drops a Jackhammer. Follow her into the building - the Jackhammer makes short work of anyone not in armour. When you reach the room where a guard stands on a box in front of a window with a Venetian blind pulled down, kill him and stand on the box. Open the window with the B



button and Press both shoulder buttons and go through it. Shoot the guard on the balcony, pick up the Body Armour he drops and then go through the next window. Kill the guard, get the



Colt M16A2 and follow the only possible route, blasting guards (they're one-shot kills with the Jackhammer).

MISSION 4

PASSWORD: Excavate

OBJECTIVES: Follow Sever. Don't lose her.

1

■ It's impossible to keep Sever in your sights for the entire mission, but as long as she doesn't get too far ahead, you'll be okay. She tends to dawdle conveniently at certain points if you're a little

behind, and the route's pretty straightforward, so you won't lose your way. Don't expect her to wait for you forever, though you shouldn't run so fast you miss power-ups dropped by your felled foes.

3

■ You reach an outdoor area where you see Sever! She runs again. Follow her, taking out the enemies (including your first armoured foe - shoot him several times squarely in the chest) and she runs into a building through an open door. Follow her and you soon reach another window - open it and run along the walkway blasting the guard and



armoured SWAT agent. You now have a choice of two windows. The first one you reach is a distraction. Ignore it and enter the second, killing the two SWAT operatives. Follow the route to



the open area, killing baddies as you go. You eventually see a doorway labelled The Viper Lounge. Enter this to complete the stage.

MISSION 5

PASSWORD: Excalibur

OBJECTIVES:

Take out the SWAT teams

Locate Deciphering Key 2.

1

■ This level's tough - VERY tough. Expect to die several times before you complete it, even if you follow our tips to the letter.

2

■ From the beginning, shoot the guard behind the bar then run to the left - you see an opening in the far-left bit of the bar. Go in and walk through the area behind the bar, holding both shoulder buttons at all times, and pick up the HK G11 and ammo the guard dropped, then go back the way you came, still crawling. The room is rushed by SWATs. Leave the bar area



3



■ Go through the double doors opposite the bar, and strafe right - take out the SWAT in the boxes and pick up the health pack. Now creep back into the bar area, inching around the corner - another

SWAT team has arrived. Two, in fact - one to your right, one to your left. Use the same tactics as before - hit and hide. By the time you've finished, you're knee-deep in corpses.

4

■ Go through the door labelled Live Show and take out the two SWAT members there. They're not difficult if you strafe. Return to the bar, inching round the corner

once more, and you see more SWATs have arrived, and they're getting hard to see among the bodies. Fight hard, and pick your targets. When you've finished, go back



behind the counters to see a staircase that was previously closed off. Rush the two SWATs up the stairs, pick up the goodies and re-enter the main room.

5

■ Behind the counter area you see a room with a snooker table in it. Leave the building via this room and kill the SWATs in the left alcove. Proceed, killing SWATs as you go, to the window. Open it, go through and kill yet another SWAT. Keep running and blasting until you get to the ventilator cover. Shoot it and crawl through (both shoulder buttons down) and you return to the Viper Lounge. Head for the Live Show door, then kill the two SWATs. One of them drops a key - grab it and use the blackened door to end this bloodbath.



MISSION 6

PASSWORD: Extort

OBJECTIVES:

Locate Sever and attempt to bring her down.

1

■ As soon as you start you see a SWAT with a Jackhammer. Bring him down with your pistol (!) by strafing, then grab his weapon. Strafe into unknown territories as you climb the stairs, as there's two SWATs in close proximity at the top and then another to the right. Go into the room behind the counter the SWAT guy was hiding behind and shoot the ventilator cover.



Crawl through and kill the SWAT at the other end from within the shaft. Grab his weapon and leave the room, turning left. In the room next door is a SWAT and Body Armour and a Health Kit. The room on the far left houses a SWAT carrying G11 ammo.

2

■ Go back right and up the stairs to find yourself on the stage, with Sever in the audience area. Charge at her with your G11 going hell for leather. As long as you keep hitting her, she can't reply. Keep chasing and firing as she leaves, and she eventually blows some doors and



escapes. Follow her to end the mission, but make sure you're not caught in the blast as she blows the doors.



RUDE GOOD HEALTH

If you're on full health and you find a Health Kit, you can't pick it up. Remember where it is, though - you might need to come back for it later.



MISSION 7

PASSWORD: Expire

OBJECTIVES:

Locate Deciphering Key 3.

Activate the lift switches.

Locate keys to the weapon storage lock-ups.

1

First things first. Press Start to pause the game, choose the Contrast option and whack it up to ten. This is a dark level (at least until you find the light switch), and increased contrast is pretty-much essential.



2

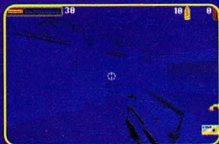
From the start, rotate left and kill the guard. Pinch his Jackhammer, then kill the one behind him for ammo. Back in the lift room (where you started), go down the stairs in the far-left corner and move on until you reach a corridor with a SWAT in it. Kill him, then look ahead - see the other one in an alcove? Strafe up to him and fire when you see the whites of his eyes. He drops Thermo Goggles - great! You can see at last! Flick the lift switches behind



him, then strafe right and take out another SWAT. At the end of this corridor there's a couple of alcoves with a SWAT in each. Kill 'em for more goggles and a Health Kit, then look for the ventilator grille near the right alcove. There's a guard behind it - kill him now to save trouble later.

3

Go back to the lifts and enter the first one you reach. Turn left, then enter the room on the left and kill the guard and SWAT for ammo and a key.



Leave and press left again into the next room. Shoot the grille in the shower and crawl through to a walkway. Move it and jump off, then kill the SWAT below. There's a dead guard here too - this is the one you shot through the busted grille on the far wall. Go through it to re-enter the hotel (they must have huge problems with burglars), and return to the lifts.

4

Go into the third lift (the only one open) and, at the top, blast the SWAT for more goggles. Run into the first room you see and open the window, finger on trigger for the SWAT behind it. Go through the window and collect the key the SWAT dropped when you dropped him. Along the walkway, back in through a window, blast a SWAT and continue to the shower area. Strafe facing the showers - the first three hold goodies, the last one a SWAT. Collect the power-ups, then exit through the grille in the



shower that contained the SWAT. You land in the room where you shot the first guard, on the ledge with the Body Armour and Health Kit. Go back into the lift room (all closed), down the stairs, and into the corridor with two alcoves at the end. Go into the right alcove, and open the door (you now have the key). There's loads of goodies and

5

Enter the second lift and arm the Mini-Gun. As soon as the door opens (the opposite door to the one by which you entered, as always), fire. The two SWATs ahead of you didn't stand a chance. The first room on the left contains a SWAT and an inaccessible window. The first on the right holds a SWAT and a ventilator grille leading to an ammo-carrying SWAT via a health pack. Second door on the left holds a SWAT and a window. Go through and kill the SWAT on the balcony. You have a choice of two windows. The first one can't be opened, so use the second and access the window you saw in the first room.

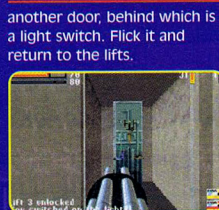


6

Proceed to the far end of the corridor (opposite the lift) and clear the SWATs left and right. This part is a 'circular' corridor, so it doesn't matter which way you go, as long as you clear it of SWATs before going through the double doors into the blue corridor. Clear the SWATs left and right again, then enter the bedroom and topple the SWAT with the key. Leave through the window, then it's in through the next, and out the room. You find the centre section of the circular corridor is open, and you've a fight on your hands. Win it, and proceed forwards to find Deciphering Key 3 and a door. Behind the door is a lift switch - flick it.

7

Go back to the lift area and find lots of SWATs. It's hard to fight from out of the lift, and there are few places to hide. However, all you have to do to end the mission is run into the now-open fourth lift, so you may just want to make a run for it.



another door, behind which is a light switch. Flick it and return to the lifts.

MISSION 8

PASSWORD: Exact

OBJECTIVES:

Activate the lift switches and escape.

1

You MUST follow a set route at the start of this level. Through the door, left at the T-junction, last right. You see a guard with a Jackhammer and ammo. If you don't, you're in deep trouble - restart the mission and try again. Kill the guard and grab his weapon.



Turning to the right, strafe right - blast at the SWATs, then retreat and follow the corridor around to see more SWATs. Keep strafing, switching between the right route and the left route and take out the SWATs (it's actually one large group). Make your shots count - ammo is in short supply in this mission.



2

When they're dead, go back to the dead guard's body and stand facing the brown door (this is purely for orientation, so the tipster knows exactly where you're standing before continuing with the directions). Move forwards towards the door, turn right, then right again then go straight down the long

corridor, all the way to the end. Enter the blue bedroom, and shoot the guard, then turn and shoot the one in the next room before moving through. Be quick, as SWATs follow - don't get into a firefight, you haven't got the ammo. Move through the only way you can, then climb through the window.

3

After a short walkway is a room with a guard - blast him for a Health Kit and move through. Down the corridor after the room, take the first right and see the lift switch to the right. Flick it, face the way you came and strafe right - there are goons on your tail. When they're done, turn to the right and strafe left for the last of 'em, then it's into the bedroom. There's a SWAT with his back to you - run at him and fire as he



moves for a cheap kill. Go through the other door and fight your way back to the lifts, which are now loaded with SWATs. Kill them for a G11 and ammo, then enter the one on the right. As it opens, you're faced with more SWATs. Run at them, firing all the time, and jump off the gap in the roof. Don't worry about killing them all first - by now you're too badly off. Just get off the roof as quickly as you can, then enter the now-traditional half-open vertical door to end the mission.

KEEP MOVING

Stay on the move. If you're still, you're an easy target.



MISSION 9

PASSWORD: Exhale

OBJECTIVES:

**Locate the bunker passkey.
Locate Deciphering Key 4.**

1

■ First things first. Blast the snot out of the security guard and steal his weapons. Press the button by his desk and turn and walk through the now-open giant door, clinging to the right-hand wall. As you reach the end, you see a guard behind the counter. Shoot him, then walk to the right end of the counter, and turn to face the lift on the right wall. Arm the Grenade Launcher. Inch back into the area once occupied by the guard, and as soon as the lift opens, fire grenades into it. If you're good, you can take out all three NSAs inside before they even know you're there.



If you're not so good, you take a hammering, but still win if you blasted them in the lift. If they get out, you're geography - sorry, history. Collect the things they drop, including Door Key 1.

2

■ Go back to where the guard was and collect his Deciphering Key 4 and G11, then enter the lift opposite. You need to press the button to summon it, and there's a Health Kit inside. Ride the lift up and blast the two NSAs waiting for you. Now, there are two doors on each side of



this corridor. In the first on either side, there's an NSA. Second-right holds two health kits, second-left some Grenade Launcher ammo. What order you plunder them depends on your state of health, but remember the NSAs can shoot from their rooms into the adjacent ones.

2

■ There's a nasty right ahead - he drops a Sniper Rifle when he falls. There are also two more in alcoves either side of the corridor. Try to fight them one at a time. After clearing the two side rooms (one NSA dude each), go to the end of the corridor and turn left - the other two

the opposite angle after it auto-closed, open again and do the same. Finally, do it again facing it full on. Now mop up the remains. Now go through the second door on the right and deal with the NSA. Return to the first door on the right for grenades,

before blasting the security guard through the window on the right (all sides based on your facing the way you entered the corridor). The doors on the left contain an NSA (drops a Health Kit) and the almost-useless Proximity Mines respectively.

4

■ Instead of going through the big door at the end of the corridor, use the door to the right of it to enter the guard's room. Grab the armour he dropped, then continue through the small doors through rooms full of containers and NSAs - and of

course, goodies! Strafe around every corner, and make your way to the next big corridor. The door straight ahead is the one you would have come through if you hadn't used the guard's room, so turn right into the hall.

5

■ As you get halfway down the corridor, the end door opens and there's an NSA after you. Blast him. Go to the end of the corridor and blast two NSAs through the window - easy when they're not facing you. Now go to the first door you passed on the left - inside are blue containers and a walkway holding Body Armour and a key. From the walkway you can take out an NSA through a window for an easy kill. Plunder the other two rooms for the Mini-Gun, among other things, then use the grille in the right-hand room. One ventilator branch takes you to Body Armour and a



Health Kit, the other to a room containing loads of goodies and the NSAs you shot earlier. Leave through either of the doors and go back down the lift to the lobby where you started.



MISSION 10

PASSWORD: Exhume

OBJECTIVES:

**Locate the mainframe terminal.
Confront Sever for the last time.**

1

■ Hey, it must be Christmas - all those weapons without having to kill anyone for 'em. Collect the goodies, and open the door behind them. You see more Armour and two Health Kits ahead. Ominous. Turn 180 degrees and walk backwards to the Armour - two doors open in



the wall, each containing a NSA operative. Kill them quickly and rob the place before moving through the next door.

3

■ After the window, go into the room on the left, with lots of green and blue boxes. Shoot the NSA guy. Need health? Strafe left for tons! The ventilation grille behind the Health Kits leads to the goodie areas you saw from one of the side rooms earlier. The door between the green and blue containers leads to a meeting room. Kill the NSAs and grab Door Key 1, along

doors are locked. Shoot the NSA from outside the room. Notice the window on your right - there are more of them in there. Grab the Jackhammer, walk right up to the window and crouch, rising and firing from different positions. It's a hard fight - stay on the move.



with any health Kits you need. The far room just contains Jackhammer ammo and the one on the right takes you back to the room with the big window. When you enter this room, use the door on the same wall as the window to



access a room with wall-to-wall monitors. Grab the goodies left behind when you deal with the NSAs there and go back the way you came until you reach the two doors that were locked earlier. If you're lost, that's through the door next to the window - you have the two locked doors ahead and to the left, and a corridor (the one you fought in earlier) to the right.

6

■ There are NSAs on the prow here - take 'em out, keeping on the move. Next to the staircase you first used to enter the lobby is a small door. Open it, shoot the guard and press the button to open the larger door next to it. Grab the Health kits and other goodies. Press the button beside the lift where you grenaded the three NSAs at the start of the level, and the lift to the left opens. Enter it for a free Health Kit and a ride upwards. Shoot the NSAs in front and to the right of you, as well as the guard on the right, then move right into the corridor. Enter the first door you see, clear the lecture hall of guards and a single NSA (not hard with the Mini-Gun) and leave through the door opposite. Turn right, then right again for a door in the left wall. If you can't find it, it's behind the wall directly opposite the monitors in the lecture hall. An NSA and another door later, you're faced with a choice of three doors.

7

■ First door on the left - kill the NSA and move behind the lockers for Door Key 3. Leave the middle door has opened - blast the snout out of the NSAs inside. Now there's only one door remaining, and behind it is an open plan-type office area. Enter if you're prepared to fight for some health. Return to the lobby again and use the small doors opposite the main entrance, the ones that wouldn't open without Door Key 3. Hint - as you leave the lift, they're on your right. Whichever you use, you're in a big room with lots of NSAs - strafe, and don't get caught in crossfire. There should be a door right opposite the ones you entered by, leading into the heart of the room. Go through and wait for the lift, which takes you to the exit.



MANAGING YOUR HEALTHCARE

Health Kits give you 25 health points. There's no point collecting one if you're only five points below the maximum - instead, press on and tackle your next fight, then come back for it if more seriously wounded.



4

■ Go through the door to the left. There are three dead NSAs here - they're the ones you shot through the window. Grab the bits they dropped then use the small door at the far end of the room. There's lots of goodies and baddies among the containers - don't rush. Strafe around corners and take out foes one by one. Make sure you don't miss anything. When you get to the ventilation grille, go down the longest route first, kill the two NSAs for Door key 2 and a Grenade Launcher, then look through the window - it's an arms store with two NSAs. The small door leads to the grille you passed earlier, and a flight of stairs. Go up to return to the room with lots of monitors, or down to the arms store you saw earlier.

5

■ Go to the big door with a few steps in front of it, and ready the Mini-Gun. Take out the goon on the other side of the door and then roast the gang at the other end of the corridor with everything you've got. Now enter the second door on the right. There's a couple of foes and lots of containers. The grille leads to three booths, in the second of the side-rooms you saw right at the beginning. Go back out the way you came (not by the other door in the room). The door which is now to your left offers a corridor, the one opposite a short battle and a long crawl down a goodie-filled shaft to the mainframe room and Sever. Trap her in the corner with the mini-Gun and she can't fire back. After she's shot an inhuman number of times, she falls and gives you a message. Mission complete, and plot unlocked.

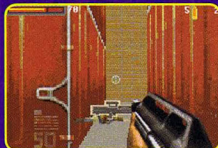
MISSION 11

PASSWORD: Exonerate

OBJECTIVES:
Locate Gant's hideout.

1

■ A very typical opening - in a warehouse with your back against a wall. Run forwards for the gun and ammo, then back again quickly. There's a couple of goons hiding in the shipping containers, so strafe and run. At least you get a G11 for your trouble. Behind the containers are a half-open door and an alley. The alley holds an NSA hiding behind a skip and some goodies, including lots of health.



2

■ Now crawl under the half-open door. Clear the warehouse in the usual strafing manner, then use the open doorway behind the blue containers. Between the two warehouses, there's an easily-missed alleyway leading to two NSAs and some goodies, including the Sniper Rifle. When you're fully armed, move into the next warehouse. It's another strafe-heavy slaughterfest - kill everyone there, then walk up the small flight of grey stairs to face a mega-tough NSA elite. Keep



blasting it and don't let up. Move on to yet another warehouse and another NSA elite with a Grenade Launcher. The way out is a partially-hidden grey doorway between a red and a blue container, leading to an alley with NSAs and skips, and then another warehouse. If you throw yourself down a rubbish chute

3

■ Deal with this latest warehouse in the usual manner, then move to the top-right corner to find the steps onto a walkway that takes you out and onto a bridge. Near here there's a grille that's too high to reach - that's where you emerge if you used the rubbish chute.

4

■ After a serious firefight on the bridge, you reach another warehouse. The exit is right ahead, and you won't miss much if you just go for it. This leads to the last warehouse, and it's filled with NSAs and elites. Deal with them, then head for the exit in the corner of the room - it can be hard to find, so it's best to finish off the foes first. After that, you find two enemies guarding a half-open door. Topple them and crouch through and the level is yours.

behind the skips in the alley, you find grenades and exit through a grille. A few short fights and a Grenade Launcher later, you appear through a grille inside the warehouse.



MISSION 12

PASSWORD: Expel

OBJECTIVES:
Waste the NSA agents and put an end to Gant!

1

■ In this room, you meet the final baddie, Gant. He's in the centre on his own little platform. Around the edges of the room is your walkway, with lots of goodies scattered around. Unfortunately, there are also lots of baddies guarding them. In the left corner are security guards sitting on Health Kits, ammo and a Pancor Jackhammer. As you start with a pistol, this is your first port of call.



3

■ How you tackle Gant is up to you, but remember he's VERY hard to beat. Either take him out at a distance, or charge at him all guns blazing. The former is safer but slow - you might just get careless and make a mistake. The latter is

2

■ Elsewhere on the edges of the room, FBI agents guard Health Kits, ammo and a Colt M16A1. SWATs cover Health Kits, ammo and an Ingram and NSA operatives and elites cover just about everything else. Armour and health Kits litter the room. One major point, though - the goodies respawn, but the enemies also restock, specifically from doorways behind their position. You can't kill the critters once and expect an easy power-up later.

satisfying, but very risky. The oil barrels on his platform are a useful target, but only if he's near the one you aim for - don't waste them.

Kill Gant and you've beaten the game.

Harry Potter

AND THE PHILOSOPHER'S STONE

(Advance version) Part 1

We've all heard of Harry Potter. And we all love our GBAs. Putting two and two together, it's safe to imagine many of you are wrestling with the magical extravaganza that's the Harry Potter game. Wrestle no more; help is at hand in the shape of one of our famous walkthroughs. The game opens with a bewildered Harry standing outside Hogwarts's Castle, so that is where we start too...

The game follows the plot of the book quite closely, so if you've read it, you may find it of help. On entering Hogwarts, ignore the lower floors and Peeves the poltergeist, and proceed directly to Floor Three where you meet Ron. He takes you

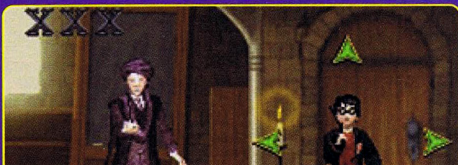
to the Defence against the Dark Arts classroom, where you learn your first spell, the Flipendo Jinx. Follow Professor Quirrell's movements with the directional keys; learn the second and third routines for additional House Points.

1 THE FLIPENDO CHALLENGE



■ You must find five gold stars. First go forward and left to a dead end; Flipendo the shield to turn a bridge. Go back and right and push the barrel using Flipendo a few times, then go forward to get your first star. Keep

going left to the two gold gnomes, jinx them and collect the second star from the room behind them. Go forward and left through the new opened door to find the third star, then bridge the chasms by jinxing the marked blocks to clear the way to get the fourth. Having crossed the chasms you find a bookcase. All the bookcases have jellybeans on top, which provide energy. To collect them, stand in front of the bookcase and press Up. The fifth star is in the next

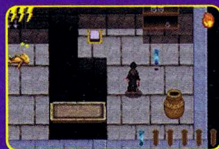


doorway, so having completed your task, follow Hermione Grainger to the dungeons to be set your next task by Professor Snape.



2 FIND THE GLASS VIALS

■ Breaking the three pots on your left uncovers the first vial. Turn right and enable the bridge using Flipendo. Using the grey pressure plate in front of you, open one of the portcullises, go through and across the bridge then release three gnomes and knock them out to let you



get at the second vial. Activate the pressure plate and head back to the initial portcullises. Entering the second one, use Flipendo to manoeuvre barrels onto each of the pressure plates and break the two clay pots for the third vial. Head through



the most recent opened portcullis for more pressure plate tricks which allows you to obtain the fourth vial. The third and final portcullis in the first room is open so head back to it. Flipendo the blocks and the switch, and then break the four clay pots for the fifth vial. A door has

opened to the south so make your way along the path, sort those pesky gnomes out and hey presto, the last vial is yours. Having collected all six, beat a hasty retreat to your potions class, where Snape gives you an assignment to find the Wiggensweld potion ingredients.

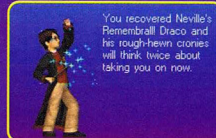


3 DITTANY

■ This resembles a small brown mushroom. Ron sends you to Hagrid to ask for his help. Getting to Hagrid's hut can be a bit tricky. Avoid the mushrooms and the mud, knock the gnomes out swiftly and use the trusty Flipendo jinx to take care of thorny bushes, and to push logs into their required positions. Bear in mind thorny bushes fire out thorns (unsurprisingly) when you hit them, so be careful where you're standing. The Dittany is at the back of Hagrid's, which is awkward to reach. On your left, Flipendo the white plant onto the pressure plate, then walk across the moving bridge. Sort out the gnome and push the next white plant onto one of the three pressure plates. The next white plant needs to be hit from the left to start it rolling. Clear a path until it comes to rest by a chasm. Fire across the chasm from the left until it's close enough to the log to enable you to push it downwards. There's another



bush and a Flipendo block to clear but soon you can get the plant onto the second pressure plate. Go left, knock out a gnome and activate the moving platform. Walk across. There's a chocolate frog in the left bush. Continue down until you reach the third plant, which lies across another chasm. Hit it from the left then double back and move a block across the chasm having, of course, destroyed the bushes and gnomes that might have obstructed the plant's path. Tease the final plant into position on the pressure plate and you can cross the big gap on the activated platforms. On the other side is the Dittany, as well as a bag of jellybeans for your trouble. Take it back to the entrance of the garden and meet up with Ron.



The next part of the game involves a simple flying game, as you try to reclaim Neville's Remembrall, stolen by the evil Draco Malfoy. He challenges you to a Wizard's duel. First head back to the Common Room, grabbing the Alohomora spell, which opens doors for you. Save the game, then head to the Trophy room, staying well out of the way of prefects. If they enter the circle of light that encircles you, you lose House Points. Make good use of the Alohomora spell to open doors; firing it at a mirror also reveals a secret door. Having reached the trophy room, you find yourself stitched up, and the next stage becomes a challenge to get back to the Common Room avoiding Professor Snape.

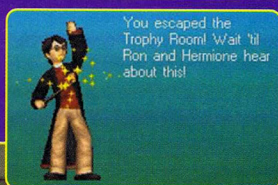


4 SNAPE



■ Head up through the mirror and through the next room. Head up then smash the pot and enable the switch. Across the moving bridge, head up and right to a pressure plate. This enables another bridge, but expect Snape to make an appearance. At first, hide until he walks off, then follow him across the bridge until you reach a corridor. Hide in one of the niches, wait for him to stop patrolling, then cross the first of two chasms using the Flipendo blocks. Hide again as he makes a reappearance, then take the left-hand path at the fork. When you reach a room full of clay pots, move the block on the furthest right, and smash the pot. Another block appears. Move it and head back across the corridor, hiding when necessary. You're faced

with three locked doors. By opening the middle, then the left and right doors you can move the blocks to allow you to escape through the middle door. Head to the left of the stairs and use the secret bookcase to get back to the Common Room, where you are greeted as a hero!



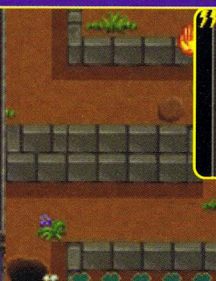
5 MOLY



■ In Greenhouse Number One, you find the quaintly named Professor Sprout who sends you to find some Moly, the second ingredient. Head left and dispose of the snails with three hits each. Follow the grey road, avoiding the cracks until you



reach a locked door. Using Alohomora, enter it and claim the first piece of Moly. Heading down across a bridge and a block you come to a pit with three bridges. Hustle the



Doxies into the green monster and get the Moly on the left. Head up and activate the pressure plate. Heading right onto another path, take the second bushy path and pick up



yet another piece of Moly. It's time to get back to Professor Sprout. Use Flipendo across the wall to get the three Puffapods onto the pressure plate. A portcullis opens and more Moly's revealed. Head back to the middle of the three bookshelves to claim the penultimate piece, before retracing your steps to the room with the three bridges, which have now



become one. Cross them and get through a Quidditch match before going back to the Castle where your next challenge is a battle with a troll.



6 TROLL IN THE DUNGEONS!

■ This is fairly easy. Head left of the dungeon and wait there until the troll stops swinging and lifts up his hands to roar. When this happens, hit him with your Flipendo jinx and try to force him into the largest hole. Once he's in, there's no

escape, but avoid falling in yourself. It may take a few goes, but it's worth 50 House Points, and gets you a few brownie points from Hermione into the bargain.

You defeated the troll! It smells really bad! But Hermione is safe now, and so is the rest of Hogwarts.



8 FLOBBERWORM MUCUS

■ Hermione and Hagrid extract the mucus from the worms. All you do is charm them back to Hagrid with your magic flute. Unfortunately they're particularly stupid creatures and getting them back in one piece can be quite a trial. The first worm is in the mushroom patch across the moving bridge to your right. Once you get close enough with your flute he follows you, so get him past the Tentacular, and across the platform to Hagrid. The second is downwards from the left-hand moving bridge, whilst the third is on the right-hand side. You need to activate a pressure pad brought to bring him back. The fourth is across the right-hand platform, sitting on a



little wooden bridge. Continue south with this worm and you find yourself on a shortcut back to Hagrid. Head back up through the shortcut to find the final two worms in the north of the grounds. The last one needs to be guided across two moving platforms,

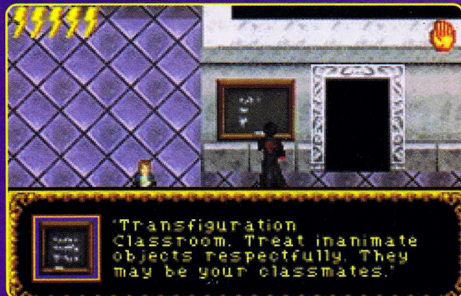
You collected the Flobberworm Mucus! It's a treasure you don't want to hold on to for long!



which requires a certain amount of practice. Once the worms are home, it's time for Hermione to perform the Mucus extraction whilst you prepare yourself to learn the Lumos spell.



7 AVIFORS

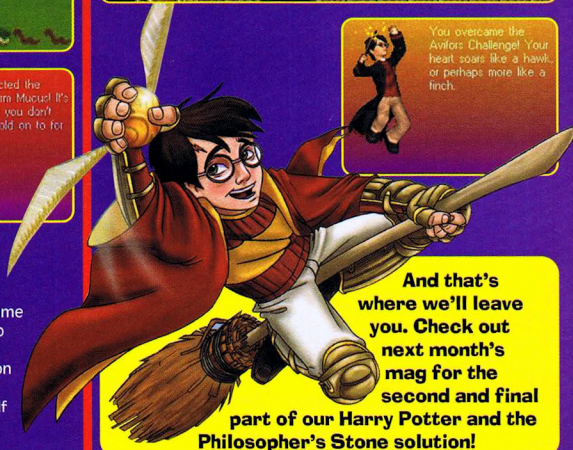


■ The Avifors challenge involves using the Avifors spell to turn objects into birds. These release pressure plates, which open doors and suchlike. Collect six golden stars. It's one of the easier challenges. The Doxies in the first room should be fed to

the monster, but with the exception of a couple of gnomes, there's not much else to trouble you. Use Avifors to open new doors and Flipendo to move the blocks. Once you return to the beginning with six stars you have a visit from your owl who despatches you to Hagrid's hut to collect the Flobberworm Mucus.



You overcame the Avifors Challenge! Your heart soars like a hawk, or perhaps more like a lurch.



And that's where we'll leave you. Check out next month's mag for the second and final part of our Harry Potter and the Philosopher's Stone solution!



ON THE SHELVES

Our monthly round-up of almost every game on the Game Boy scene...

GAME BOY ADVANCE

A >

Advance Wars91%

A solid and fun shoot-'em-up, but lacks the imagination to take it that stage further. Fun, but derivative.

Alienators: Evolution Continues .79%

Nicely presented platform shooter with loads of weapons, but devastatingly unoriginal.

Army Men Advance73%

A solid and fun shoot-'em-up, but lacks the imagination to take it that stage further. Fun, but derivative.

B >

BackTrack82%

Limited in one-player, but in multiplayer mode it really comes into its own.

Batman Vengeance85%

Old-school action game with great graphics and diverse game modes. Well worth a look.

Bomberman Tournament92%

Superb return to 2D form for Bomberman. One of the greatest multiplayer games of all time, and a blast on the Advance.

Boxing Fever84%

Own-eye perspective fight game that plays really well. Cartoonish and humorous.

Breath of Fire90%

Sizzling conversion of one of the best RPGs on the SNES. No longer cutting-edge, though.

C >

Casper80%

Ghostly save-'em-up in the Steepwalker mould. Great fun, but incredibly tough at times.

Castlevania: Circle of the Moon79%

As good as any Castlevania game, but fails to take the series forward.

ChuChu Rocket91%

Fantastic multiplayer rodent-catching puzzler which works well on your own too.

Creatures78%

Tamagotchi-style life simulator with attitude. Clever, but not for everyone.

D >

David Beckham Soccer66%

The lad done good, like, but not, yknow, great. Still, erm, room for a top GBA footy game.

Denki Blocks!92%

Astounding puzzler that emphasises brainpower rather than co-ordination. A true GBA classic and no mistake.

Dexter's Lab: Deesaster Strikes89%

Pseudo-3D action puzzler. Faithful to the cartoon and great lastability.

Disney's Atlantis: The Lost Empire48%

A great game engine, with gameplay as an afterthought. So workmanlike its jeans hang over its bum.

Driven90%

Thrilling indy car-style game which follows the movie's plot far closer than you'd expect.

Donald Duck Adv@nce80%

Colourful platformer for the younger gamer. Fun to play, but undemanding.

Doom88%

A fine conversion of the PC hit, but overshadowed by the superior Ecks Vs Sever.

E >

Earthworm Jim70%

This whacked-out platformer from the SNES features some of the weirdest humour ever.

Ecks Vs Sever95%

An amazing first-person blaster with stealth, action, sniping and more.

ESPN Final Round Golf66%

Fun for a while, but needs to decide whether it wants to be a serious sim or an arcade knock-around.

ESPN X-Games Skateboarding66%

Bravely takes on the classic Tony Hawk's, but loses. Woeful Park Mode doesn't help.

ET The Extra Terrestrial53%

Boring arcade adventure that will only appeal to very young fans of the film.

European Super League30%

The Advance's woeful footy legacy continues with this terrible effort. Third Division.

F >

F-14 Tomcat82%

A flight sim on the GBA? Yes it is, and a good one too. Great link-up dogfighting mode adds to the longevity.

F-Zero: Maximum Velocity93%

Brilliant racing action, brought to life with superb opponent AI.

Final Fight One69%

This scrolling beat-'em-up is looking dated. Walk up to a baddie and belt him until he falls.

Fire Pro Wrestling82%

In its own right this is a very good wrestling sim, but it's let down by stealing too many ideas.

Fortress62%

A brave but misguided attempt to update the classic Tetris gameplay. Fun at first, but too repetitive.

Frogger's Adventures: Temple of the Frog74%

Useful update of the old Atari game. Preserves feel and atmosphere of the original.

G >

Golden Sun94%

One of the greatest 2D role-players ever. Sizzling storyline and incredible special effects.

Gradius Advance92%

The ever-popular Gradius series debuts on the GBA with this all-original blaster.

GT Advance66%

A game of two halves. Brilliant depth and sense of progress, average racing.

GT Championship82%

An into-the-screen racer that shows what the GBA can do, but it's not the classic driver were all waiting for.

H >

Harry Potter and the Philosopher's Stone90%

Superb arcade adventure which perfectly captures the spirit of Hogwarts' finest.

High Heat Major League Baseball 200287%

Fluid animation and a great learning curve make this one a surprise hit.

Hot Potato!83%

Scrolling puzzler where you match coloured potatoes to make them disappear. Works really well too.

Hot Wheels Burnin' Rubber8%

Woeful graphics, lousy driving model, stupid opponent AI - need we go on? A disaster.

Inspector Gadget84%

A worthy cartoon platformer with lots of character and features. Good graphics too.

I >

Iridium 3D37%

As a programmer's demo it shows what the Advance can do, but they forgot to put the game in.

International Karate Advanced87%

Beat-'em-up where three characters fight at once. Pity only one can be human...

International Superstar Soccer55%

A very disappointing footie sim. Its clumsy controls never feel quite right.

J >

Jackie Chan Adventures72%

Scrolling fighter that's well put together but hardly original. Based on the cartoon.

Jurassic Park III: Dino Attack .75%

Interesting isometric arcade adventure, but nothing Earth-shattering.

Jurassic Park III: DNA Factor 38%

Absolutely useless run-along with appalling graphics and animation, and gameplay that's extinct.



Jurassic Park III: Park Builder 76%
Great strategy game in the Theme Park mould, but flaws like lack of scenario modes let it down.

K

Kao the Kangaroo79%
A competent and well produced platformer, but it won't worry Mario or Wario.

Klonoa: Empire of Dreams82%
Puzzle-orientated platformer with incredible level design. It's huge too.

Konami Krazy Racers81%
This Mario Kart rip-off works well, but you need more than one copy to multiply.

Kuru Kuru Kururin.....91%
Terrifyingly tricky, but tantalisingly taxing, this pristine puzzlers a peach.

L

Lady Sia.....88%
Cartoon platformer - nothing original, but executed with panache and flair. Great graphics and level design.

LEGO Bionicle.....68%
LEGO's Jack-of-trades approach means Bionicle is a master of none, but it's fun in its own right.

Lego Island 2: Brickster's Revenge70%
Kidlike RPG that's fun at first, but quickly becomes monotonous.

LEGO Racers 2.....79%
The game's RPG elements (yes, RPG elements) let it down. Mario Kart Super Circuit is still king.

M

M&Ms Fun Blast61%
Mediocre platform game with little wrong with it, but not much to commend it either.

Mario Advance90%
Not the blockbuster we hoped for, but still a great game in its own right.

Mario Kart Super Circuit93%
One of the greatest racers ever explodes onto the Advance. Mixes the best elements from Mario Kart on the SNES and on the N64.

Mech Platoon.....81%
The Advance's first real-time strategy game is polished, but imperfect. Very challenging.

MegaMan Battle Network89%
Looks great and plays really well. This action RPG is a return to form for MegaMan.

Men in Black: The Series . . .38%
Awkward, tedious, insipid, dated - this platform blaster's a complete waste of money.

Midnight Club Street Racing .65%
Top-down racer that moves to fast to let you anticipate the bends. Very poor effort.

Midway's Greatest Arcade Hits . .40%
Defender, Joust, Robotron 2084, Sinistar. Four old classics isn't enough for £35.

Mr Driller 258%
Fatally flawed coin-op conversion. Not enough here to justify the asking price.

MX 200263%
The sound reminds you of vacuum cleaners, the tracks all look the same and the racing second rate.

N

Natmo Museum50%
Rare compilations look good on paper, but who plays them for more than five minutes?

No Rules Get Phat42%
Quite an interesting concept (skateboarding platform blasting), but weak controls choke it.

P

Pac-Man Collection69%
Four Pac-Man games on one cart. Historical notes would've been nice.

Pinebee: Wings of Adventure 56%
A mediocre platformer that tries, and fails, to be another Rayman.

Pitfall: The Mayan Adventure 72%
Great graphics and animation, but ultimately this platformer is merely better than average.

Phalanx83%
Side-scrolling blaster from the old school. Only action junkies need apply.

Planet Monsters79%
A surprise hit in the office. Simple Pen&Go-inspired action, but great fun to play.

Planet of the Apes18%
Over-ambitious character animation and bland level design destroy this ugly platformer.

Powerpuff Girls: Mojo Jojo-a-Gogo46%
Not the greatest side-scrolling blaster, despite being faithful to the cartoon. Awkward and bland.

Prehistorik Man56%
No one minds really great SNES coming to the Advance, but why port this mediocre platformer?

Power Rangers: Time Force .63%
Great graphics and animation, but only average gameplay. Too easy to boot.

R

Rampage Puzzle Attack80%
A fun puzzler which has nothing to do with the Rampage series whatsoever.

Rayman Advance.....94%
This is the best launch title on the Advance. A superb conversion of the PlayStation hit.

Razor Freestyle Scooter55%
Cartoony Tony Hawk's clone which doesn't really cut the mustard.

Ready 2 Rumble Boxing: Round 223%
The Advance's lowest blow. Fist speed is stupidly slow and the perspective's awful.

Robot Wars Advanced Destruction25%
Woefully unplayable disaster you can complete in ten minutes flat. Don't buy it.

Rocket Power: The Dream Scheme72%
Solid if unoriginal platformer. Nothing outstanding, but perfectly playable.

Rugrats: Castle Capers.....51%
A very ordinary platformer. It's not a bad game, but it's very middle-of-the-road.

S

Scooby Doo and the Cyber Chase64%
Not so much bad as terminally mediocre. There are much better action adventures out there.

Sean Palmer's Pro Boarder...81%
Not just a Hawk's clone; there's plenty here that's original. Good race mode.

Snood59%
Fun to play, but there's very little to it. Not worth buying, unless you find it cheap.

Spider-Man: Mysterio's Menace . .87%
A strong pseudo-3D platformer let down by some silly flaws.

Spongebob Squarepants: Supersponge.....83%
Cartoon-style platformer for the younger gamer. Fun, but lacking in variety.

Spyro: Season of Ice . . .78%
A strong pseudo-3D platformer let down by some silly flaws.

Star Wars: Jedi Power Battles 87%
Well presented and bags to see. Superb scrolling fighter with ace animation.

Steven Gerrard's Total Soccer 200255%
Could've been a great old-style soccer sim, but let down by a stupid bug.

Super Bust-a-Move.....81%
Classic Bust-a-Move action, no more, no less. It's gagging for a four-player mode, though.

Super Dodge Ball Advance .79%
The NES version was a cult classic, and while this doesn't quite live up to it, it's not a bad ball-flinger.

Super Street Fighter II Turbo Revival90%
The ultimate version of Street Fighter II. Spectacular conversion of the fighting game that made beat-'em-up history.

T

Tang Tang42%
Woeful puzzler with a control system that makes very little sense. Very weak effort.

Tetris Worlds70%
What's there's good, but with no battery back-up and no four-player action, it's not enough.

Tony Hawk's Pro Skater 2.....93%
Stunning visuals, precision controls, variety - it's got the lot! A real classic, and one of the best launch titles.

Tweety and the Magic Gems..46%
Sub-games variable in quality, and boardgame theme bores.

U

V

W

Wario Land 496%
Check the score. Fantastic platformer set in Mario's world. Exclusive to the Advance!

WWF: The Road to WrestleMania .52%
Mediocre bone-bender with average graphics and not much wasslin' action.

X

X-Men: Reign of Apocalypse30%
Disastrous scrolling fighter you can complete on your first attempt. Stick to the comics.

Y

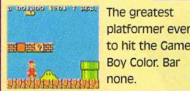
Z

GAME BOY COLOR

PLATFORM GAMES



1 Super Mario Bros DX 98.



The greatest platformer ever to hit the Game Boy Color. Bar none.

2 Donkey Kong Country 98.



Amazing conversion of the SNES classic.

3 Wario Land III 94.



Sizzling platformer starring Mario's evil alter-ego.

4 Rayman 91.



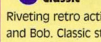
This colourful and cute offering looks as good as it plays. Which is very good.

5 Disney's Aladdin 91.



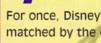
Fab Mega Drive conversion which proves Disney can design games after all.

6 Bubble Bobble Classic 90.



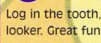
Riveting retro action with Bub and Bob. Classic stuff!

7 Disney's Tarzan 90.



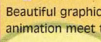
For once, Disney's visuals are matched by the gameplay.

8 Prince of Persia 90.



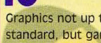
Log in the tooth, but still a looker. Great fun.

9 Jungle Book: Mowgli's Wild Adventure 90.



Beautiful graphics and animation meet top gameplay.

10 Wario Land II 90.



Graphics not up to Disney's standard, but game's great.

PUZZLE GAMES



1 Denki Blocks! 90.



Cerebral smasher everybody should own.

2 Tetris DX 89.



Fantastic gameplay, but ropy graphics.

3 Pop N' Pop 89.



Looks and plays great, but Adventure Mode missing.

4 Klax 89.



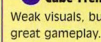
Pristine puzzler from the old school. Match those tiles.

5 Chessmaster, The 89.



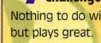
Great sim, but lack of modes lets it down.

6 Hello Kitty's Cube Frenzy 88.



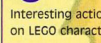
Weak visuals, but packed with great gameplay.

7 Pokémon Puzzle Challenge 87.



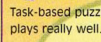
Nothing to do with Pokémon, but plays great.

8 LEGO Alpha Team 82.



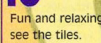
Interesting action puzzler based on LEGO characters.

9 Dizzy's Candy Quest 82.



Task-based puzzle opus that plays really well.

10 Shanghai Pocket 80.



Fun and relaxing, but hard to see the tiles.

BEAT-'EM-UPS



1 Batman OT: Return of the Joker 90.



Sizzling scrolling fighter. Easy but fun.

2 International Karate 2000 89.



Classic martial arts mayhem with heaps of humour.

3 Knockout Kings 89.



The Game Boys champion boxing sim.

4 WWF Attitude 86.



The best wrestler on the GB, but room for improvement.

5 Prince Naseem Boxing 85.



Heavy hitter starring The Prince.

6 Street Fighter Alpha 80.



Classic beat-'em-up thrills on the Color.

7 Power Quest 80.



Fun game, but get IK 2000 first.

8 Karate Joe 80.



Retro rave still thrills - classy!

9 WWF Wrestlemania 2000 79.



Bone-bending bonanza with the guys from the WWF.

10 WCW Mayhem 76.



A fair grappler, but in no way definitive.

COMPILATIONS



1 Game and Watch Gallery 3 90.



LCD marvels with improved graphics.

2 Joust/Defender 88.



Twin pack featuring two classic coin-ops.

3 Game and Watch Gallery 2 88.



More LCD marvels with improved graphics.

4 Konami Classics Vol. 2 80.



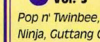
Parodius, Block Game, Track & Field, Frogger.

5 Déjà Vu I & II 80.



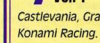
Two NES detective graphic adventures.

6 Konami Classics Vol. 3 75.



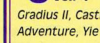
Pop n' Twinbee, Bikers, Mystical Ninja, Guttang Gottang.

7 Konami Classics Vol. 1 73.



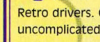
Castlevania, Gradius, Probotector, Konami Racing.

8 Konami Classics Vol. 4 70.



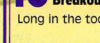
Gradius II, Castlevania II, Artic Adventure, Yie Ar Kung Fu.

9 Moon Patrol/Spy Hunter 70.



Retro drivers. Good, uncomplicated fun.

10 Battlezone/Breakout 70.



Long in the tooth, but still ace.

UP TO THE MINUTE!

LAST ISSUE'S GAME BOY COLOR GAMES RATED...

Antz: World Sports

Multi-event sports sim. Good looking and great gameplay, but V-E-R-Y repetitive.



52.

RPGs



1 Zelda: Link's Awakening DX 98.



Is this the greatest GBC game ever?

2 Pokémon Yellow 96.



Gotta catch 'em all! Special version of Blue/Red.

3 Daidakana 93.



Real-time RPG in the Zelda mould.

4 Zelda: Ocarina of Seasons/Ages 91.



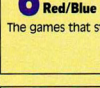
Two games which link together. Fantastic!

5 Harvest Moon 2 91.



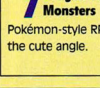
RPG based on farming? Surprisingly good.

6 Pokémon Red/Blue 91.



The games that started the craze.

7 Dragon Warrior Monsters 91.



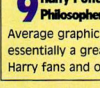
Pokémon-style RPG which drops the cute angle.

8 Pokémon Gold/Silver 90.



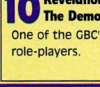
Makes advances over Red/Blue, but still very similar.

9 Harry Potter and the Philosopher's Stone 90.



Average graphics mask what is essentially a great RPG. For Harry fans and others alike.

10 Revelations: The Demon Slayer 90.



One of the GBC's best pure role-players.

Harry Potter and the Philosopher's Stone

Average graphics mask what is essentially a great RPG. For Harry fans and others alike.



DRIVING GAMES



1 TOCA 96.



Solid GT-class driver – tough but fair.

2 Micro Machines V3 93.



Spectacular racer featuring tiny vehicles.

3 Micro Machines 1&2 Twin Turbo 90.



Race mini motors over desks, dinner tables and more.

4 Dukes of Hazard: Racing for Home 90.



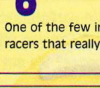
Really cool mission-based action driver.

5 F1 Championship Season 2000 89.



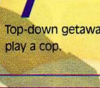
The best (and only decent) F1 sim on the Color.

6 Wacky Races 89.



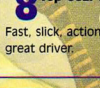
One of the few into-the-screen racers that really works.

7 Driver 88.



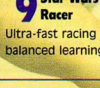
Top-down getaway game. You play a cop.

8 Top Gear: Rally 2 87.



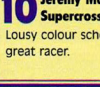
Fast, slick, action-packed – a great driver.

9 Star Wars Ep 1: Racer 86.



Ultra-fast racing and a well balanced learning curve.

10 Jeremy McGrath Supercross 2000 85.



Lousy colour scheme, but a great racer.

SPORTS SIMS



1 Mario Golf 96.



Puts the fun back into golf. Links with the N64 game.

2 Mario Tennis 94.



Tennis with character development and N64 compatibility.

3 Road Champs 93.



BMX stunt outing with great controls.

4 Dave Mirra Freestyle BMX 93.



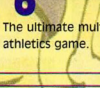
Looks good, plays well, feels right – stunt perfection!

5 O'Leary Manager 92.



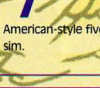
Arcade and management elements perfectly fused.

6 Carl Lewis Athletics 91.



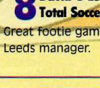
The ultimate multi-event athletics game.

7 Pocket Soccer 90.



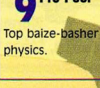
American-style five-a-side soccer sim.

8 David O'Leary Total Soccer 88.



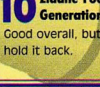
Great routine game licensed from Leeds manager.

9 Pro Pool 85.



Top baize-basher with good ball physics.

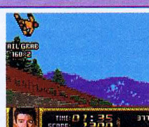
10 Zidane Football Generations 78.



Good overall, but stupid flaws hold it back.

Shaun Palmer's Pro Boarder

Accessible snowboarding sim with very good graphics and lots to do.



SHOOT-’EM-UPS



1 Cannon Fodder 97.



Fabulous strategy shooter from the Amiga. Fantastic!

2 R-Type DX 97.



An excellent package featuring several R-Type games.

3 Perfect Dark 93.



Tricky, but rewarding. A sumptuous game.

4 Worms Armageddon 91.



Hilarious turn-based combat using guns, bombs and sheep.

5 1942 85.



Classy coin-op conversion oozes charm and appeal.

6 Top Gun 83.



Desert Strike-inspired plane blaster. Not easy!

7 Dropzone 83.



Retro rave from the grave. Fast and furious.

8 Army Men 2 82.



The plastic soldiers' best effort on the GBC.

9 Space Invasion 80.



The best interpretation of Space Invaders on the Color.

10 Asteroids 80.



Classic retro thriller brought right up to date.

Tony Hawk's Pro Skater 3

This 2D interpretation of the 3D series doesn't always come off, but is reasonable fun.



ACTION GAMES



1 Tomb Raider 97.



Lara's just as loveable on the small screen.

2 Metal Gear Solid 95.



Stealth combat loses nothing on the Color.

3 Resident Evil Gaiden 92.



Blood-thirsty adventure. Huge, exciting, unmissable...

4 Tomb Raider: Curse of the Sword 90.



Game Boy-exclusive storyline in this great game.

5 Castlevania Legends 88.



You can't go far wrong with Castlevania...

6 Winnie the Pooh: ...100 Acre Woods 85.



It's for the kids, but fun nonetheless.

7 Chicken Run 83.



Feather Gear Solid? Make that stealthy escape!

8 Alone in the Dark: TNN 81.



Some of the best graphics ever, and perplexing puzzles.

9 Mission: Impossible 80.



Great game, but visuals only workmanlike.

10 Power Rangers: Time Force 80.



A bit of everything. There are better games, but this one holds its own just fine.

FALL OUT!

Forthcoming thrills in next month's GBX...

V-RALLY 3

Could this be the Advance's first quality real-world driving game? We get down and dirty with Infogrames' high-octane thriller...



ISSUE TEN ON SALE:
6th March, 2002

TEKKEN ADVANCE

It's the fighting game we've all been waiting for, but will it make the grade on the handheld? We check out the latest beat-'em-up bonanza to hit the Advance...



JONNY MOSELY MAD TRIX

The Tony Hawk's saga spawned a wealth of extreme sports sims, but some were better than others. Does Jonny Mosely's outing take first place? Find out next month...



MIKE TYSON BOXING

Does it put in a championship performance? Will it take home the Lonsdale belts? Can you bite off an opponent's ear as a special move? We get in the ring with Ubi Soft's heavy hitter.



PLUS...

Worms World Party, Broken Sword, Gun Vehicle, Magical Vacation, Sabre Wulf, Eggo Mania and more!



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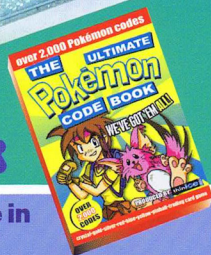
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